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Super Strategy
Guide For
**Castlevania:
Symphony of the Night**
Pg. 70



Game Informer

MAGA 64

MADDEN 64

The Verdict On EA Sports'
First 64-Bit Football

PLUS:

Mortal Kombat 4 • Extreme G • CART World Series • Duke Nukem 64 • Croc
Time Crisis • Nuclear Strike • Ghost In The Shell • Panzer Dragoon Saga

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0 OF 85



October 1997
Vol. VII • Issue 10 • #54

N64+CF63¹/₃



(The
Ultimate
Combo)

Also available:
Clay Fighter Extreme



"...more variety than any
other N64 game to date."
—Nintendo Power

Sorry, we don't have any guys with 3-letter names like "Ryo" or "Ken." Also, none of us are named after some lame-o game developer.

We got cool 3D Breakthrough Environments. That means I can toss your sorry butt out of a window and then kick it again on the other side.

We have 12 kick-ass clay fighters, 3D environments, and free-floating camera angles. What do the others got?

We don't have any palette-swapped ninjas, no boring humans neither.

We have secret characters so famous they can't be named due to a strict license gag order.

There ain't any side-scrolling 2D backgrounds (Claymodo is 3D). Yeah, and no corner traps either.



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54 Games Reviewed & Previewed!



Departments

Letter from the Editor

We're #1!

Dear Game Informer

GI readers from across the globe interact with Game Informer.

Envelope Art

You can't win if you don't enter GI's monthly envelope art contest!

GI News

A report from Sega's Game's Day Working Designs to publish Alundra, and some other news about that Game's, Tevja, and GI's Top Ten.

Arcade Brigade

First look at Mortal Kombat 4

Game Informer PC

GI reviews Pacific General and Conquest as well as PC news from the Matrix.

Play to Perfection

GI reveals the secrets of Castlevania: Symphony of the Night.

Secret Access

Tips from our readers and the infamous Game Genie/Game Shark Swap Shop.

Classic GI

GI looks at classics on the Game Gear, Game Boy Genesis, and NES.

Features

14 Cover Story: Madden 64

Not only is this the first N64 football, but for the first time in the history of Madden football, EA has incorporated polygons. Just this new technology destroyed the game we've loved for years, or brought it to a new level? Find out in Game Informer's exclusive first review of Madden 64.

22 Feature: Sports Spectacular

Game Informer explores the latest football and hockey offerings, uncovering what's hot and what's not in a new page blow-out. Don't buy a new sports game until you read this.

Reviews & Previews

42 Nintendo 64

Exotica 6, Duke Nukem 64, F1 Pole Position 64

44 PlayStation

CART World Series, Castlevania: Symphony of the Night, Celtic Dymph, Gex: Dinko, Jet Moto 2, Resident Evil 2, Croc Street Fighter EX Plus Alpha, Color Borders 2, Pharaoh: The Roper, Nuclear Strike, Ghost in the Shell

50 Saturn

Samurai Power Dragon Saga

At a Glance

64 Nintendo 64

Cyberfighter 64 1, 2, 3

PlayStation

Moto Racer, Vs., Ship Wreckers, Point Blank, Forsaken, WWF '98, Rampage: World Tour, Bushido Blade, Fantasia Park, Frogger, Pandemonium 2, Hardwood Heroes, Mega Man Neo, Bottom of the 9th '97, Golden Nugget

PlayStation & Saturn

Moskitoon Force, Super Street Fighter II Collection

Saturn

Resident Evil: Satorn Bombberman, Arcade Collection Vol. 1

Genesis

The Last World: Jurassic Park

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By Andrew McPherson

sizeable gamers to get another issue of everybody's favorite video game magazine. While most months you get to hear the real and raw about some ridiculous video game controversy, this month I'm not going to do any of that (our deadline this month was a killer). As a matter of fact, we put our hearts and souls into this issue so we'll let the magazine speak for itself.

Unfortunately, Game Informer has just lost another member of our team. Erik Rappier, The PC Jed is heading back to school and boy-oh-boy is it going to be tough to replace him. And if any of you don't know who I'm talking about, you haven't been reading your Game Informer.

On a lark note, we noticed every other video jukebox has a "Shitty Words" or "Magazine Of Runners" section, or some variation thereof. It's got your hair logo on the cover. It doesn't let you hear what you think would be a good one for Dr. It's too late to involve "We're in." Though most of them do give needs to be met. It's a good idea to have a magazine to print all the good (and bad) news somewhere in the magazine (probably in the Top 100, since we definitely want to see that). It's a good idea to have a cover. Use that money, don't have the hype!

[illegible]

This is my last issue with *Clash* magazine and I am crawling back a month or two begging for my old book. I have one thing to say. **NORWEGIAN RULES THE EARTH!** We have all been too good for the EEC. At least two days of the week are named after pagan gods. Tuesday is Tyr's day. Wednesday is Odin's (Wotan or Götter) day. Thursday is Thor's day. And Friday is Freia's day. We have fish and fowls. We drink the Surtur Cloud-Julebrann. We drink the Winge's Mead and "gildning" and "strömpöpp" of Norway.

"Yes, I woke up feeling for Mother's Day. I thought a 27-year-old as a mother of five, but not necessarily, I've been playing the hook up for every holiday since the first one: The Dallas Bulls game. But when we never watch games for football in the home, I became on the one game in the office. I finally blew me away. Catherine's sympathy at the night received in modernity. High school took the time, that game, along with FIVE, will be the two best games I played this life. [Just don't see any other holiday like that on South Beach, but not even Thanksgiving.]"

[illegible]

This month has been incredibly busy. The opening 10-hour days have turned the entire staff into the walking dead. It isn't fun, but not even during my last 10-hour shift I was able to get these chores done. I have to play Madden 64 in the cafeteria with my team. On my days off, I have to go to the gym. And because I was asked to play the Nintendo 64 game *Star Wars: Shadows of the Empire*, I have to get up at 4 a.m. and drive to the mall to play 4 hours and drive home. On my last day, I was asked to go to a school game. Besides my work, I am on the NFL radio. On Wednesdays, if I pick the wrong team, which has happened a few times, I am released as a free agent. In the meantime, I am a job at President Bill Clinton's office. In the RC 2 era.

JUSTICE LEAGUE GAMER

PAUL, THE GAME PROFESSOR

This month we went incredibly busy. The printing is now deep has turned the entire staff into the walking dead. I can't go that long, even during our best of these chaotic locations when to play Madden EA's the can't leave it alone. Sunday morning in the state news. Audiobook sports. I was asked to pay the Nintendo E3 it shows. It's just a sampling of what is a story. Do you want to play? I don't know who is. Game releases present the line and any Nintendo E3 walk-through on the Net for Cris. You'll find me at the game store when it's released in January. In the meantime, take a look at Nintendo E3. Digging in to the 2 game.

is Month: Justice League Trounces Bowser

October Image 2007
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Letters from Our Readers

What's Up With Sega?

I want to ask your opinion on something I heard from one of your former contributors that Sega's Saturn hardware upgrade will be canceled. It will be put out for Sega's new 64-bit system that will be released in late '98. Do you think that is true? I think Sega would have to be insane to delay Virtua Fighter 5 for two years when the game could end the Saturn's sales slumping. Thank you for listening.

Frank Puccio
Rockaway Pt., NY

going to go with a new 64-bit system they're going to need to regain the trust of third-party companies and make a more developer-friendly system.

If Sega did decide to go with a 64-bit system, they would have a lot of advantages. The Nintendo 64 is low on games right now and Nintendo is still rating "quality over quantity." Sega can go with CIE (cheap Nintendo didn't) a better system could be made more cheaply due to price decreases in hardware. Whether Sega could pull it off depends on how willing they are to learn from their mistakes, and how much Sony ruins the market at that point. The Saturn isn't doing so hot right now, but we don't think we're near the last of Sega yet.

What's Up With Nintendo?

I was wondering if you think Nintendo will once again regain its glory in the video game industry. I am one of the people who bought an N64 and I'm game hungry. I love most of the games that are available, but Nintendo isn't putting them out fast enough. Do you think Nintendo will ever get it together?

Brian Smith
Houston, TX

In my opinion, Nintendo is taking a flawed and outdated strategy towards their system and running a blind eye to reality. They're not looking out only "quality over quantity" line, which would be fine if they had more than three games to my given price. The problem is they're not looking out for the "quality over quantity" line, which would be fine if they had more than three games to my given price. The problem is they're not looking out for the "quality over quantity" line, which would be fine if they had more than three games to my given price.

For some reason, a lot of our competitors have nothing more than reacting their readers with extremely vague information about new systems and hardware. The Sega "Black Ball" for instance, was conceived of and then the whole idea was canceled shortly thereafter. Of course that didn't prevent a number of people from thinking that here's long after it was dead and buried.

The Sega would not put a hardware upgrade for the Saturn based entirely on one game is doubtful. We also know that many of our competitors assume Sega will be putting out a new system a year from now, but there is no reason to believe that. All we know about VFS is that supposedly, "it's in the works." However, there has been no formal announcement.

To get a good grip on exactly where Sega is right now, you need to pay attention to the facts. For the last few months, Sega has quickly been losing third-party support for the Saturn. They were going to have a company merger with Bandai that wouldn't and mysteriously fell through. Despite linear software and system costs in China, Sega is withdrawing to cut its Saturn when there. Since would all this history (others might call it desperation!) We still haven't seen a true Sega game. Sega was the last company to drop the price on their system, maybe after Nintendo, and Sony. Formerly of Sega of America's strategy are popping up all over the game industry.

Do all of these things point a somewhat confused and uncertain picture? We think so. Does Sega have a "dark blue" for the next couple of years? We highly doubt it. If they're

Worded! Numbered! Questions or Numbered Nintendo Questions?

First of all, I'd like to say that I'm a proud subscriber to your mag. I have a few questions I was hoping you could answer for me.

1. I have a friend and he is thinking about buying a PlayStation or M64. Please tell him which is better.

2. Is Duke Nukem 3D coming for the PlayStation?

3. Is Turbo 1.5 for the PlayStation going to be better than the N64 version?

4. Is the SE or 37 version of FIFA Soccer better for the PlayStation?

Brian Smith
Dallas, TX

1. Does your friend want an incredibly diverse library of games that take time to load, or does your friend want a very small library of great games, whose biggest hits are "character games"?

2. Duke Nukem is coming out for the Nintendo 64, Sega Saturn, and Sony PlayStation. The PlayStation version is being published by ST Interactive, and will include exclusive levels. See *GI News* Pg. 37.

3. Turbo 1.5 has definitely been canceled, but games will most likely be developing the next Turbo for both platforms. We don't know which one will be better, but they should both appear sometime in the near future at E3'98.

4. FIFA '98 was a much better game in its time than FIFA '97. This isn't to say that FIFA '97 isn't a great game, but our favorite soccer game right now on the PlayStation is Nintendo's best, *Striker 97*.

What's Counting Square's Success? Possibly So Thinking!

As a disappointed RPG addict, I was wondering why the heck did Square leave Nintendo? Do they have plans for making a sequel to the all-time best RPG ever, *Chrono Trigger*? If so, why don't they spend it on a sequel?

Am, while that RPG is game all right? Could you please include a note to depth preview on the game please?

Joan "Captain Red" Smith

The only people that will probably know the true reason why Square left Nintendo is Square, but what they are telling the press is that they left the CD-ROM format would let them do the things that they wanted to do and that the cartridge format was too limiting.

As far as *Chrono Trigger* is concerned, Square has made an official announcement concerning a sequel and we certainly haven't heard anything. Since we'll just have to wait for *Final Fantasy VII*, the best RPG game ever which sold over a million and a half copies in Japan before it even hit the store, and has

ALBERT ODYSSEY

LEGEND OF ELDEAN



In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.



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probably sold close to a million copies in the U.S. by the time this issue went to print. You may want to have a look at our previous issue which you probably didn't have at the time that you wrote this letter!

The Wild 9 is a cross between PlayStation and Earthworm Jim, but it features better games. It probably intends to sell itself with the weakness that is the staple of the genre: profanity. David Perry. This is all we can really tell you from what we've seen of it so far. Like we said many times before, we reserve everything we can into our magazine. You will see The Wild 9 in some literature as soon as we have more screen shots and something more substantial to say about it.



John Azevich, Charles Loughlin
Detroit, NJ

Five out of six mascots surveyed chew
Game Informer after each and every meal!

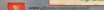


Christian Erickson
Oakland, CA

"When I concentrate hard I either
create this ball of energy or fart!"



Carlos Ramos, Waterbury, CT
It's either a picture of WipeOut or very
large testicles



Game Icons

I have many questions to ask you and I hope you can answer them as clearly as possible in your August 87 issue. You had some information in your GI News section about the Game Icon for the PS 2. Will the Game Icon work for PlayStation that are already over loaded so does it have to be a new system? Does overhauling cause systems to mess up or does it just cause games to mess up? I ask this question because I have some games that stop and others that play perfectly well.

I'm also confused about the different PlayStation that are being sold. All together I've heard of the PlayStation 2, PlayStation C, and the original. What's the difference?

Chris Williamson
St. Anne, IL

To put it simply, a Game Icon is meant to help a system that is overhauling. Whether it's new or old shouldn't make a difference. Sometimes, however, the problems people are having with their PlayStation aren't because of overhauling. While we love the PlayStation for what it can do in terms of games, the overall quality of the machine is somewhat lacking. Sometimes the laser gets knocked out of alignment, or the motor stops working as well as it should.

Elizabeth Ritter, Spring, TX
We don't know what game this is supposed to be for, but it's a cool dragon anyway.



Sub-Zero and
Blazblue have
one thing in
common. They
know how to
strike a pose.



Vince Warner, Curley Bay,
Pitts, PA

"When I stand like this my
chest looks biggest!"

Amey Garza,
Chicago, IL
Hey, bugle baby!

OCTOBER WINNER

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Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, quilt or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer staff.

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- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jolly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.

Croc

LEGEND OF THE GOBBOS

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- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jelly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves



Croc

LEGEND OF THE GOBBOS



Tubby, on a lonesome street, past old steel plants and auto factories, along decrepit corridors of memories past, the echoes of football under in another October morning. Six years ago, down that same street, came not the sounds of football, but the sounds of a video football game. It was a game like no other. That game was John Madden Football, and it marked the beginning of a new era in console sports simulation. At the time, John Madden Football was hands down the best football game ever made. But actually, it was much, much more than that. It was as if the earth shook, and what sprang forth was a Prometheus. It challenged the gods. It asked, "Is there anything But I cannot do?"

[illegible]

- [illegible]

MADDEN

The Game That Shocked the World

64

The Game That Shocked the World

At the heart of it all, beyond the discussions of polygons and three rails and AI and virtual stadiums, is the memories of Normal-Pre Parents! Bredas, the suburbs, the playbooks, and everything that took the world by storm as Madden first appeared on that fateful day in 1991. It is now 1997, and this is Madden 64.

looking for a bomb. That's all, you one knows how long it took to develop Madden 64, but remember that last day they had to develop Madden 64? The further pieces to develop any software for the Mega-64. Then, like the fellow, "Hawesworth," Almond and I announced a "New Deal." What part did the Madden franchise play in this deal? We believe that because Nintendo had wanted players the short stock when I came to video football, they wanted equipment, and struck the deal with EA on the premise that this was a pregame Madden would be exclusive to the NBA. Sports games are vital to the success of any publishers, and pregame are the examples of 64-bit games. Madden 64 makes the PlayStation version look like a library set of dials.

The TV screen is a full calibration of video game graphics. From the weather effects to the player animations to the fish game art, this is one game that keeps out and grabs you. Small things like cuts and spins, swim moves and play actions all melt into a smooth growth from ship to final battle. End zone celebrations take place before a deep landscape, where every background detail stays sharply in focus. It's just like you were there.

Mike Polyzos, the shopkeeper here, has also been used as an excellent player impersonator. There is nothing sadder than playing a sports game for months on end, only to see something you've never seen before. Madden is chock full of hard-headed grunts, humping clowns, and bone-crunching hits. Think about how easy it is to play the game for months on end. You've exhausted the one-player game. You're sick of playing against your best friend. Suddenly, new challenges arise, your cousin pretends. Because of their particular style, the different plays they call, or timing of their tackles, you see your running back do as he and over and flip. You're never sure if he's, but there it is, crisp and clear in real-time graphics. There's nothing you can say but "wow."

Modelers 40 don't have an NFL license, which means no team names and logos, but that didn't stop EA Sports from duplicating the stadiums in perfect detail. Within each stadium, the natural grass is a deep, lush green, but the most striking improvements to the game environment occur in terms of the weather. The NFL players truly stand out weather effects. Rain and snow are both done in 3D, and the depth of vision is affected by fog. All of the effects look just like the real thing.

We'll just come out and say it...Madden 64's graphics are truly awesome.

How Does Madden Stack Up?

Layout A1: Basically just a marketing term: EA Sports has an advanced AI engine that allows players to flow with a certain assignment. Take a drive play for instance. In real football, the drive play starts out covering the play, so the quarterback hangs back in coverage. But the instant the ball is handed off, Madden's intelligent team from coverage and change the ball. The basic concept is that even in the strictest of rules, players can break from the zone and pursue different responsibilities.

New Plays: Madden 64 offers much fewer plays than almost any other football game on the market, especially on defense. The plays are scripted by Madden and his staff and correspond to the zone set of plays used by almost every team in the NFL. The ability to set men in motion on offense, and move your into hump coverage on defense, creates a great depth in the amount of plays available. We feel that having fewer plays actually improves gameplay (most players must look at handbooks rather than playbooks).

130 New Motion-Captured Animations: At the time of press, new animations continued to surface. This is a key part of Madden, and gives players continued enjoyment over a long period of time. Strong new cad is needed (good or a different pose) during a game.

Touch Sensing: In Madden 64, the velocity and arc of the pass are determined by how long the button is held. To 80 yards, it is a more manageable system that Danney's 'told' Control Passing. But Arcade looks to take an interesting concept for Quarterback Club: Arcade is developing a system that relies on the analog stick. The further the stick is pulled back, the faster the pass will fly upon release. Although players may not choose to use this advanced passing feature, the option would be a nice one to have.

Star: EA Sports has long been recognized as the leader in stats technology and Madden 64 continues the tradition. A full complement of stats accompanies every season, with the ability to sort by category. By individual, by team, and by overall team ranking. Stats are kept to create players to watch.

Player Follower: As with the PlayStation version, key offensive players are accompanied by a target. But this bar can be viewed from each play and a crucial in determining primary receivers. Receivers who run long routes play after play are bound to get lost. In this instance, look to your old receiver to get caught in man coverage.

Player target on defense is also important. Visible over the defense line has been as pronounced in a Madden game. This makes the run more important than ever, because ball control really does matter. NFL coaches are likely to incorporate realistic player targets. Let's hope so. Season Database: A full version of the only way to play a sports game. Madden 64 allows for a full season with a powerful and easy-to-use "90" NFL schedule. Players can play as few or as many games as they want each week. Then after the championship, the computer selects the top players (including coaches) to compete in the pro bowl.

Madden 64 also offers a custom season where conferences can be assigned and classic teams can be imported. The computer then generates a schedule and stats are tracked just like in the regular season. After any season is completed, players have the option to enter into a new season with a completely different schedule.

Tournament Options: For a group of players who compete against one another at a regular pace, a tournament can be set up with up to eight players competing. This is a great way to structure a championship among your friends.

Feisty Draft: Madden 64 features a comprehensive draft in which up to eight different football teams can be created. Each position must be drafted, and all of the NFL players are entered (mostly dead). This is an excellent feature for players who live in the elite professional waters, but unfortunately the teams are not playable. The NFL controller pack is designed to let individual players can carry a team on a friendly card. Quarterback Club allows for multiple leagues, but Madden's Fantasy draft should be enough to satisfy most fans. BEWARE! Madden's season takes one who will suffer for a day. If you want to play a season and a fantasy draft, you will need two controller packs. Duh!

Multiple Camera Angles: As in any sports game, there is a basically one camera angle that works the best. Madden 64 features four main Madden 2001: Each track reacts differently for running and passing plays. Additionally, the best cam is a feature that adds emphasis to the 1-player game. Unfortunately for Madden Quarterback Club features a Camera Cam that allows players to zoom and pitch the camera to an almost infinite amount of playing perspectives. Madden 64 has some room for improvement here.



Let's Play Football

What was the best Madden ever? Most people, including the developers of Madden 64, believe it was Madden 32. Not the balance of the game that made 6 great. If you take a look at the other games on the market, they offer an almost overwhelming wealth of plays. In real football, teams script every play for each and every game. The many plays become confusing, and every NFL coach will tell you that every team will have a small set of plays. The key is to execute them correctly. On offense, the absence of football rules becomes the ability to work different variations of the same play by putting new in motion, play calling, and using audibles to call a run out of a pass or vice versa. On defense, the most basic coverage is a most welcome addition. While in either zone or man coverage, players can automatically move up to the line for bump coverage. This is a great way to play the game while preventing against a quick out pass. It's also a great way to defeat the quarterback, because primary receivers might not make it past the line of scrimmage.

The most important part of running an offense in Madden 64 is understanding the even in motion, using motion, either on a passing or a running play, causes a shift in the defense. The advantage then lies within the offense, since during run plays on either sideball is available. A great example is the Normie-Pro Form-Duck Toss. Not even consider running this play without putting a man in motion, or the outside receiver will stuff you every time. Using motion on a passing play is a

Let's Play Football

Control:	4.5
Graphics:	4.5
Impact:	4.5
Sound:	4.5
Playability:	4.5
Value:	4.5
Overall:	9.25

Let's Play Football

Control:	4.5
Graphics:	4.5
Impact:	4.5
Sound:	4.5
Playability:	4.5
Value:	4.5
Overall:	8.75

Let's Play Football

Control:	4.5
Graphics:	4.5
Impact:	4.5
Sound:	4.5
Playability:	4.5
Value:	4.5
Overall:	9

good way to find the seams against a zone, or to avoid being coverage. If your opponent is calling a lot of zones, use the receivers or tight end to move in towards the seam and then wrap the ball. Just remember, most guards and tackles have a tendency to lose their footing during excessive motion. There can be no run in motion when it is too tight and too close.

Many people criticize video football games as being too disconnected on the pass. Last year only two teams ran more often than they passed—Buffalo and Pittsburgh. The best way to play Madden is to focus on the pass throughout most of the game. This doesn't mean abandoning the run, instead, the run should be established early, then used to set up the pass. After establishing a few successful running plays, the play action becomes very effective. From the run and play action, start working yards and quick outs, and when the time is right look for the bomb. The ultimate reward of establishing a man in the help of opposing defenses. In Madden 64, it is elusive when the defense line becomes tired. There is nothing more frustrating than watching rookie backs fly out of your hands.

Another key idea of successful offenses, recognizing defenses is in the heart of the motion system. Try calling a drive against the team that set the long pass against the tight end. One play is enough to get the defense to the line of scrimmage. Remember, MEYER, EVER, EVER, EVER has to go long in Madden. It's a game about big plays, and hey, if you don't make the catch, you just might score a most defensive pass interference!

After the Game

In wrapping up our discussion of Madden 64, we have to ask—how much does the lack of an NFL license hurt Madden 64's entertainment value? Opinions vary. Although the stadium appears an exact replica of the real NFL stadium, the players, logos and uniforms are conspicuously absent. Sure, such items are not available by the city, and all the players appear by name, but there is something to be said for player photos, real uniforms, the Super Bowl, etc. We found it easy to overlook the deficiency, focusing solely on the scoreboard.

Any mechanics? We can also see that Madden 64 is the most polished football game we've ever seen. There are no jumpy glitches that distract from gameplay, and running is very instinctive. Players should be sure to experiment and decide whether they like the Bills Mode on or off. The Bills Mode is basically a game speed toggle. When in fast mode, there is a problem with timing that causes players to make wide catches when otherwise, in slow mode, the slower mode, players can catch much easier, and the sideways and backward motions are much easier.

The Draft Mode is an excellent feature, and works in the same way as the PlayerFollower version. The ability to play in the same way as the PlayerFollower version. The ability to play in the same way as the PlayerFollower version. The ability to play in the same way as the PlayerFollower version.

Although it's not as good as the real NFL, Madden 64 is a great game. It's not as good as the real NFL, but it's a great game. It's not as good as the real NFL, but it's a great game. It's not as good as the real NFL, but it's a great game.

Our final word about this, the last polygon Madden in history, is that you always know why something happened. If the ball is intercepted, you know why. If the run game is called, you know why. In a sport as complex as football, this is enough for most people. The Madden developers have without a doubt achieved what they set out to do. Madden 64 breaks new ground in football, entertainment and graphics. Plus, anyone who played Madden before can pick up the controller, and within minutes be comfortable with the game's intricacies. When Madden 64 finally reaches the stores, the NFL will officially be a sports market. The good news for gamers is, it can only get better from here.



BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.



What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



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ACTION AND ADVENTURE.

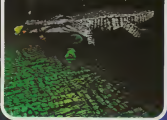
14 treasure-hunting missions, including *Attraction*, the Bermuda Triangle and the stolen Aztec ruins off the Yucatan Peninsula.



Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they attack on your shield!



Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator steaks.



TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



NFL GAMEDAY '98

- **Style 1** or 2-Player Football (Up to 8 Players, No Multi-Tab)
- **Special Features:** New Playoffs Generated; Post-Game Forecasting; Wide Selection; NFL & NFLPA Licensed; Adjustable Difficulty in Six Categories; Double Sign and Trade Players; All NFL Teams and Past Super Bowl Champions (Over 100); Season Play (One Team) with Statistical Tracking; Hilarious Fader Eye Chart; 2 Privacy Settings; Fantasy Draft
- **Created by:** Sony Interactive Studios for Sony Computer Entertainment/America
- **Available:** Now for Sony PlayStation

► **THE BOTTOM LINE** **8.75**

■ 5.1in. 7 CD ROM

- **Style:** For 2, 3, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52, 54, 56, 58, 60, 62, 64, 66, 68, 70, 72, 74, 76, 78, 80, 82, 84, 86, 88, 90, 92, 94, 96, 98, 100, 102, 104, 106, 108, 110, 112, 114, 116, 118, 120, 122, 124, 126, 128, 130, 132, 134, 136, 138, 140, 142, 144, 146, 148, 150, 152, 154, 156, 158, 160, 162, 164, 166, 168, 170, 172, 174, 176, 178, 180, 182, 184, 186, 188, 190, 192, 194, 196, 198, 200, 202, 204, 206, 208, 210, 212, 214, 216, 218, 220, 222, 224, 226, 228, 230, 232, 234, 236, 238, 240, 242, 244, 246, 248, 250, 252, 254, 256, 258, 260, 262, 264, 266, 268, 270, 272, 274, 276, 278, 280, 282, 284, 286, 288, 290, 292, 294, 296, 298, 300, 302, 304, 306, 308, 310, 312, 314, 316, 318, 320, 322, 324, 326, 328, 330, 332, 334, 336, 338, 340, 342, 344, 346, 348, 350, 352, 354, 356, 358, 360, 362, 364, 366, 368, 370, 372, 374, 376, 378, 380, 382, 384, 386, 388, 390, 392, 394, 396, 398, 400, 402, 404, 406, 408, 410, 412, 414, 416, 418, 420, 422, 424, 426, 428, 430, 432, 434, 436, 438, 440, 442, 444, 446, 448, 450, 452, 454, 456, 458, 460, 462, 464, 466, 468, 470, 472, 474, 476, 478, 480, 482, 484, 486, 488, 490, 492, 494, 496, 498, 500, 502, 504, 506, 508, 510, 512, 514, 516, 518, 520, 522, 524, 526, 528, 530, 532, 534, 536, 538, 540, 542, 544, 546, 548, 550, 552, 554, 556, 558, 560, 562, 564, 566, 568, 570, 572, 574, 576, 578, 580, 582, 584, 586, 588, 590, 592, 594, 596, 598, 600, 602, 604, 606, 608, 610, 612, 614, 616, 618, 620, 622, 624, 626, 628, 630, 632, 634, 636, 638, 640, 642, 644, 646, 648, 650, 652, 654, 656, 658, 660, 662, 664, 666, 668, 670, 672, 674, 676, 678, 680, 682, 684, 686, 688, 690, 692, 694, 696, 698, 700, 702, 704, 706, 708, 710, 712, 714, 716, 718, 720, 722, 724, 726, 728, 730, 732, 734, 736, 738, 740, 742, 744, 746, 748, 750, 752, 754, 756, 758, 760, 762, 764, 766, 768, 770, 772, 774, 776, 778, 780, 782, 784, 786, 788, 790, 792, 794, 796, 798, 800, 802, 804, 806, 808, 810, 812, 814, 816, 818, 820, 822, 824, 826, 828, 830, 832, 834, 836, 838, 840, 842, 844, 846, 848, 850, 852, 854, 856, 858, 860, 862, 864, 866, 868, 870, 872, 874, 876, 878, 880, 882, 884, 886, 888, 890, 892, 894, 896, 898, 900, 902, 904, 906, 908, 910, 912, 914, 916, 918, 920, 922, 924, 926, 928, 930, 932, 934, 936, 938, 940, 942, 944, 946, 948, 950, 952, 954, 956, 958, 960, 962, 964, 966, 968, 970, 972, 974, 976, 978, 980, 982, 984, 986, 988, 990, 992, 994, 996, 998, 1000, 1002, 1004, 1006, 1008, 1010, 1012, 1014, 1016, 1018, 1020, 1022, 1024, 1026, 1028, 1030, 1032, 1034, 1036, 1038, 1040, 1042, 1044, 1046, 1048, 1050, 1052, 1054, 1056, 1058, 1060, 1062, 1064, 1066, 1068, 1070, 1072, 1074, 1076, 1078, 1080, 1082, 1084, 1086, 1088, 1090, 1092, 1094, 1096, 1098, 1100, 1102, 1104, 1106, 1108, 1110, 1112, 1114, 1116, 1118, 1120, 1122, 1124, 1126, 1128, 1130, 1132, 1134, 1136, 1138, 1140, 1142, 1144, 1146, 1148, 1150, 1152, 1154, 1156, 1158, 1160, 1162, 1164, 1166, 1168, 1170, 1172, 1174, 1176, 1178, 1180, 1182, 1184, 1186, 1188, 1190, 1192, 1194, 1196, 1198, 1200, 1202, 1204, 1206, 1208, 1210, 1212, 1214, 1216, 1218, 1220, 1222, 1224, 1226, 1228, 1230, 1232, 1234, 1236, 1238, 1240, 1242, 1244, 1246, 1248, 1250, 1252, 1254, 1256, 1258, 1260, 1262, 1264, 1266, 1268, 1270, 1272, 1274, 1276, 1278, 1280, 1282, 1284, 1286, 1288, 1290, 1292, 1294, 1296, 1298, 1300, 1302, 1304, 1306, 1308, 1310, 1312, 1314, 1316, 1318, 1320, 1322, 1324, 1326, 1328, 1330, 1332, 1334, 1336, 1338, 1340, 1342, 1344, 1346, 1348, 1350, 1352, 1354, 1356, 1358, 1360, 1362, 1364, 1366, 1368, 1370, 1372, 1374, 1376, 1378, 1380, 1382, 1384, 1386, 1388, 1390, 1392, 1394, 1396, 1398, 1400, 1402, 1404, 1406, 1408, 1410, 1412, 1414, 1416, 1418, 1420, 1422, 1424, 1426, 1428, 1430, 1432, 1434, 1436, 1438, 1440, 1442, 1444, 1446, 1448, 1450, 1452, 1454, 1456, 1458, 1460, 1462, 1464, 1466, 1468, 1470, 1472, 1474, 1476, 1478, 1480, 1482, 1484, 1486, 1488, 1490, 1492, 1494, 1496, 1498, 1500, 1502, 1504, 1506, 1508, 1510, 1512, 1514, 1516, 1518, 1520, 1522, 1524, 1526, 1528, 1530, 1532, 1534, 1536, 1538, 1540, 1542, 1544

► **THE BOTTOM LINE** **8.5**

The battle for football supremacy on the Sony PlayStation began in early September when Madden NFL '98 and NFL GameDay '98 hit the store shelves.

When you pit the two games side by side, your attention is quickly drawn to the polygon players of *GameDay '94*. The difference between the plastic "V-Polys," EA Sports' marketing jargon to describe their vertex-based models,

As football becomes more complex, and the barrier of competing development companies builds to a threshold, we as game journalists become more and more scrutinized for the way we judge games. The battle between Sony's GameBoy team and EA Sports' Madden team is a hard fought struggle at which sides are constantly talking down the other. "Their game can't do this" or "their game has this bug" are actual phrases that developers have used to talk trash about their opponents. Over the course of both games' development, it has become not only a battle of two games, but a battle of the ages and generations. All the people involved with such games, just like the two football

battle of games is won in the booth and Madden '98 and GameDay '98 have just entered them, along with the Game Informer review staff.

WRAPUP When you put the two games side by side your attention is quickly drawn to the polygon players of *GameDay '94*. The difference between the plastic "V-Peeps," EA Sports' marketing jargon to describe their spiky-based graphics and the large crisp polygonal characters of *GameDay* is quite remarkable. *GameDay's* animations, for the most part, are extremely detailed. The drawback to so effective graphics is that the stunning game is the lack of variety in animation found in *GameDay*. The poses mimicking animations are noticeably lackluster.

Madden has Camellia best in all categories as celebrations, catches and authentic stadium replicas. For the most part, the game's animation is fine, while sporting a giant variety "TV-style" windows and replays. However, Madden falls short in the categories of running and tackling animations, in which Camellia shines.

PLAY DRAGONAGE AND CONTROL

In terms of play control, Game 3 was the most complex, playing 14 moves that created 14 different buttons on the Playboard, including, interestingly, the new Secondary Control. In the same spirit of control, the new Secondary Control (Passing) was added as a new move, only a slight modification from the use of the spin ball in Simulation Mode, the spin changes to a "special move" which, depending on the situation, creates a stiff-arm or lowers the shoulder. It can also be used repeatedly to break tackles.

Master 96 still has the total control that we've seen before, but this year adds a new, powerful rush move. Another interesting aspect of the control is being able to deliver secondary human reactions.

The ability to execute the move as tall in both games with the slight advantage going to *GameDay* for its solid running scheme. Madden's passing game, although improved drastically over last year's version, is poorly executed when attempting short ones. When it comes to carrying the football, *GameDay's* picks, passes, and over-the-top shots cannot be matched by Madden's (albeit improved) clarity running. Both games rely heavily on timing when throwing and catching passes. *GameDay's* Total Control Passing is hard for Madden to beat, but the execution of catches is often a mystery. Although Madden has some questionable receptions, the receiving scheme with its jumping catches mixed with random spins and one-handed grabs

Football game's Artificial Intelligence (AI) contributes greatly to the way the game plays and feels. Last year, AI was the subject of a group lecture as a number of the top developers of the game in Madden Madden's design team seems to have resolved the problem with this year's version. GameDay and Madden are both challenging games when played against the computer and the AI. GameDay is a more tactical game than Madden. While Madden and GameDay have the choice of three or four difficulty settings (respectively), GameDay also includes AI that is adjustable in four categories. For example, if the running game is getting run 20 times a carry, you can adjust the AI to make the players' intelligence in defending the run. You can also adjust the computer's run on the offensive side of the ball as well. Madden's optional use of player fatigue as the primary offensive player is also adjustable, as is the game's replay. However, with the sheer number of adjustments regarding AI, GameDay

the game that will give you more (or
less) performance from the computer-
controlled players.

CLASS PLAY AND DISCUSSION

Pivoting a football game through an entire season is what these games are all about. Pick your favorite team or tactic through the grueling 50 game schedule while constantly tracking the performance of individual players in hopes that they are among the league leaders. Each game has strong and complete statistical tracking for individuals, teams, and leagues, yet Madden comes out on top with a better statistical presentation as well as record keeping for individual users. Madden's chance to play any or all the games in a single season is also a great feature, as is the new season generator after a completed season.

THE BOTTOM LINE

By all means both games are solid playing and entertaining titles. Madden has all of the small details covered: players cower on the ground when injured, celebrations erupt after a sack or a big reception, and EA's beloved Madden chirping in the background is very polished. It looks glorious! Still, *Madden* is also the more adjustable multiplayer game. It's a real improvement over *Madden 3D*. *GameDay*, although rough around the edges, has a huge variety of customizable leagues, intense computer AI, and fantastic play control. Last year's version was easily the best playing football, but this year *Madden* made it close. However, *GameDay* 98 still prints, call on me.

**"THE BATTLE
BETWEEN SONY'S
GAMEDAY TEAM
AND EA SPORTS'
MADDEN TEAM IS A
HARD FOUGHT
SLUGFEST..."**

[illegible]

The Saturn version is identical to the PlayStation game. Gameplay and play controls are exactly the same. Easily the best Saturn football.

FALL THE GAME PROFESSOR

	Median	Range
Concept:	8.75	8.00-9.00
Graphics:	8.75	8.00-9.00
Sound:	8	8.00-9.00
Playability:	8	8.00-9.00
Entertainment:	8.5	8.00-9.00
Overall:	8	8.00-9.00

Summa Theologica Q. 100

	Masters	Canada
Concept:	8.5	
Graphics:	8.75	
Sound:	8	
Playability:	8.25	
Entertainment:	8.75	8.7
Overall:	8	8

Join The Gassy Gang

	PlayStation	GameCube
Concept:	8	8
Graphics:	8	8
Sound:	8.25	8.25
Playability:	8.25	8
Entertainment:	8.25	8.25
Overall:	8.75	8.75

FOR KING KATRON
 identical to the PlayStation
 one are exactly the same.

FOOTBALL



NFL QUARTERBACK CLUB '98 MADDEN'S COMPETITION

- **Size:** 64 Megabit
- **Style:** 1 to 4 Player Football
- **Special Features:** Full NFL and NFLPA Licensed Portable Created Teams, All-Play Control-Passing System, Full Season With Total Training Fantasy Draft, Over 100 Color Player Photos, Many Albert Dong Play by Play All NFL, Penalties Over 80 Injuries, Injuries Last From One Play To All Season, 640x480 Resolution, Tons of Classic Teams, Over 25 Different Teams in Scenario Mode (Including Classic Teams With Actual Rosters), 10 Kinds of Weather, Custom Cam, Runable Pak Compatible
- **Created by:** Iguana for Jordan Entertainment
- **Available:** November for Nintendo 64

We weren't about to put Madden 98 on its cover without giving Quarterback Club '98 (QBC '98) a chance to speak. After visiting Iguana headquarters, Game Informer walked away more than impressed. With work in still continuing on the game, Iguana is putting everything you could ever imagine into this football extravaganza. As you can tell to the Special Features list above, QBC '98 includes both standard options and revolutionary concepts.

QBC '98 takes a bold step forward in fantasy league. Players can create a fantasy team through the draft, save it to a controller pak, then load that team into a third's copy of the game. Your friend can use that team off of a separate controller pak, and the fun of you can square off with created teams (this is very cool), and should set a new standard in backup options. But at the same time, all this might require the purchase of a separate controller pak if you wish to play a full season at the same time you create a team.

The Scenario Mode is something we saw in last year's QBC for the PlayStation (as well as in a number of "mood" Scenario sports games). Players choose one of 50 different "themed" scenarios, and betting the scenarios will reward players with secret codes for the game.

Unlike Madden 98, QBC '98 features a camera that can be moved in any direction, and vertically. Players should have no problem finding the perfect camera angle that works equally well for the pass and the run. Also, Iguana has really explored the full potential of

the 984's storage capacity there are over 100 different color player photos packed into this cart.

A unique addition to QBC '98 is the analog passing system. If you choose to route this option, passing will work off of the analog stick. Players can hold a pass button, pull back on the analog stick, and then release the pass. The velocity and use of the pass will be determined by how far back the stick is pulled. At the time we went to press, this feature was not yet implemented, but we really hope Iguana has the time to include it.

So that's the latest update in the ongoing development of QBC '98. With its incredible list of options and features, it could give Madden a serious run. But QBC '98 is bettering Madden's reputation, marketing muscle, and fantastic gameplay. Tune in next month, and we'll give you the bottom line on this promising title.

"...IGUANA IS
PUTTING EVERY-
THING YOU COULD
EVER IMAGINE INTO
THIS FOOTBALL
EXTRAVAGANZA."



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Bad Guys Out of This World."

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HERE COMES MISCHIEF MAKERS. WITH ITS NEW GRAB-N-THROW PLAY CONTROL,
YOU'RE SURE TO SHAKE THOSE PESKY ENEMIES UP.



NINTENDO 64





CUTTIN' THROUGH THE BULL

All of these hockey games are fairly similar to one another. They all track stats, they all have career and team player features, they all have "new" player animations and detailed uniforms. Some of these options are welcome additions, especially the upgrades to season play. However, as it stands right now, not one of these games appears to be leading in the category of gameplay. Each has its merits, but also its weaknesses. Thus, this preview is meant to be informative, to illustrate that companies do not always correct past problems with games, and that often a mere update of a game is not satisfactory.

Notes: All screenshots are taken from the camera angle we preferred for gameplay.

"EACH HOCKEY GAME SHOWCASES A TREMENDOUS ARRAY OF OPTIONS AND FEATURES, BUT NO TITLE HAS YET EMERGED AS THE CLEAR LEADER."



- **Created by:** Sculptured Software for Acclaim
- **Available:** Now for Sony PlayStation
- **Standout features:** Total Team Management System; Wrist Cuing; Season Awarded Players; Match Points to Hire Coaches; Rollback Playoffs and Develop Players; Icon Passing; Split Screen; Phase Shift; Intelligent CPU Trading; Game Speed Toggle; User Records



NHL BREAKAWAY '98 A PLEASANT SURPRISE

Breakaway '98 has more options than an all-purpose buffet. Good things like receiving points to hire new coaches and which injuries is a welcome addition to season play. Another great feature is the two-player split-screen pass menu. Thanks you so much for including this. Sadly, giving each player simultaneous access to live info and receiving strategies really moves the game along.

Breakaway includes live passing, but we're pretty certain that the icons don't just appear onscreen. The game makes a big deal out of dropping the icons onto each player, and they're so big that it takes away from the action. Just like in hockey's Play Off, you can control one-puck line players, but the give and go, even set up the quick one-to-one live passing can be cool, and we're glad it's included in this game, but make the move earlier guys.

One particularly useless feature is the helix bar. Players into the puck get whirled as they skate, and the helix bar measures how whirled a player is. Well it doesn't make you pass the puck, and you can tell when it's time to switch line anyway, so this feature doesn't really matter.

Now, let's get down to gameplay. Breakaway '98 has a skate backwards button assigned to the left shoulder button. Offense players can skate backwards in search of a good passing lane, and defensemen can easily click to assignments when faced with a rush. It's also nice that the switch player button is on the right shoulder. Using two bodies figures on the top shoulder buttons, along with the d-pad and icon buttons provides comfortable and responsive play control.

It's obvious that the guys at Sculptured played a lot of NHL on the Genesis. Breakaway strives to deliver the same style of gameplay, and to a point, they've succeeded. Goals must be scored, and old man nukes are due even to old time fans. But the "real" compiler of Breakaway, all the large icons, playing icons for passing, and helix meter should have been left out of the game, and hence, better gameplay.



- **Created by:** Sony Computer Entertainment for Sony Computer Entertainment America
- **Available:** November for Sony PlayStation
- **Standout features:** Icon Passing; Analog Compatible; Striking Glass; Best Game Speed Toggle in the Business



NHL FACE OFF '98 GAINING GROUND

The biggest criticism of last year's Face Off was that scoring was way too slow. In many times it seemed that the puck would rocket between three or four different players, then suddenly appear at the back of the net. This was frustrating because in hockey, you should always know exactly who you scored. Sure, live passing was a revolution, but it made the game unwatchable.

We're starting to worry because the random we have right now makes from this same scenario. Just last year, every single combination of action passes, action hits, and action double takes are worked into the icon passing system. While using this manual, random do you feel a goal is scored? You may have a sweet smile on the back of the net, but more often than not your opponent could have done nothing to stop it. However, Sony may have found a solution to this problem. Face Off '98 has a game speed toggle that goes from 0 to about 150%. By slowing the game down, the icon passing might be more deliberate and skill-based. Of course, if you don't like the icon passing, you can simply adjust it to use 1. Without icon passing, Face Off is an excellent game that may take home the crown.

Face Off's big check is still devastating, but the true standout feature is the new graphics. The ice surface has reflections, and the team logos are really sharp. No doubt about it, Face Off's less surface is outstanding. The benefits are awesome too. Every time someone crosses into the boards, they slide and cover the net. NHL Glass. However, Sony needs to work on creating the perfect camera angle.

Face Off is making competition, which makes a slight difference when the game speed is set at slow, but overall, the strategy doesn't matter. At this point, Face Off is looking great, but of course it's impossible to tell until we receive the final version.



NHL '98 THE REIGNING CHAMP

After logging playtime on an early build, we can say for sure that NHL '98 gives a more complete and polished. The new save animations are really crisp. In fact, they're the best we've seen so far. The skating has been retooled, and players have a variety of difficult skating moves. This certainly doesn't set NHL apart from the other games, but it is a refreshing improvement over last year's version. One big complaint with NHL '97 was that line-ups could not be saved and loaded. The sticky part of the head and will be the same again. The new line-up options will be up to us.

The strength of NHL lies in smooth and instinctive passing. EA Sports is taking a stand against icon passing, but at the same time they've done nothing to improve over last year's passing. This isn't bad, but EA Sports has a habit of getting lazy in updating their best-sellers. So to its credit, the second is a major improvement in NHL '98. Just the Triple Play '98, two announcers will be doing the play by play. However, we're pretty certain that Jim Hughson is the main voice. He was good in Triple Play, but he definitely does not have a hockey voice. We'll probably hear the voice off.

The new standard feature is on-the-fly strategy clicking. Changing strategies on-the-fly makes scoring, even across a bling of the past, all games now have cashing strategies. But NHL's is a little better than the rest. In the end, we can say that NHL being a good game, but it'll probably be just another EA update. We want more.

A DATE ON PREDATOR '98

Predator got another good game this year that slipped in mid-September (we missed it at E3), but we're disappointed that it's not as much more as cool as last year's Saturn version. Predator has some serious bugs as well as their team, but they'll have to do better next year if they want to be contenders. Predator should pick up the Hockey Night in Canada license, continue with their Canadian push approach. In the game, and not back to the gameplay and graphics of Predator '98 for the Saturn.

We should also note that Sega Sports picked up publication rights for the Saturn version of Predator '98. The NHL All-Star Hockey '98, the game will ship in November. However, after playing the game, we've decided that it's not as good as last year's Saturn version.



Hey kids. Get one free in specially marked boxes of Time Crisis.



With the most accurate gun available for the PlayStation® console, Time Crisis is a can't-miss proposition.

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namco



Presenting a shooting game so intense it comes with its own weapon. Time Crisis includes the formidable firearm

pictured here, the original award-winning arcade shooting

game, plus a whole new shoot-

fest specifically created for the

"PlayStation" console. Full 3D

polygon environments surround you

with full 3D polygon enemies.

Multiple modes include Story,

Arcade and Time Attack, plus

multiple endings. Blast away and

look for cover as you exterminate the

criminal element in a variety of hidden

zones. It's fast. It's frenzied. It's shoot first

and do the chell outline later.  

THE MOST ACCURATE GUN ON THE PLAYSTATION CONSOLE!!!!!!!



WRAP UP

A FEW PORTING WOUNDS

With all the great sports games on the market, game players must be wiser and more informed than ever before. Fortunately, always be aware of new computers and new ideas. You may be a loyalist to one company's titles. To the point that you don't seriously consider another game. This is called loyalty, and this is especially the case with the Madden football franchise. There are still a host of players who refuse to even look at any football game besides Madden. But word to you a 3000 GM.

Right now, there are three companies that are leading the industry in sports games. There is EA Sports, who continues to compete in terms of sales and marketing. Then there is Sony Interactive Studios America, a young company with a lot of energy. Their mission is to beat EA Sports, and they're doing a damn good job. Where they tend to lose out is in the simulation aspects of games. NBA Shoot Out '97 was the last playing basketball game last year, but fault, stats and individual matchups were unbalanced. Their basketball had a useless stats engine, but players very well. This year, GameDay is sweet and Fast '97 is a strong contender. Sony is the strong contender. Sony is the strong contender.

But even, we're seeing Konami sports games and seeing, "New" International Superstar Soccer 97. It might even be the best sports game at the year. Konami's basketball line is really shaping up, with an aggressive move into the NBA market. Konami put out another solid basketball this year, NBA Shoot Out '97, and they've decided to stay away from football. We predict that Konami will return to the football in the next few years, reliving their glory days as the NBA when they dominated with titles like Road to Glory and Double Ozone. To do this, they need to explore the creative player option more thoroughly, expand into every game, and start selling out big bucks for professional licenses.

So should you be disappointed in a sports game just because the GM releases said another game was better? Well, that depends on what you value in a sports game. Here at the office, we focus on gameplay, while considering the depth of the creative player features and season stats credibility. The best game is a balance between the two. We read gameplay, but we also read all the other features that make playing a hundred games worth our time. These features usually include hot and cold streaks, injuries, the ability to trade players during the season, accurate and highest stats tracking, and a solid creative player. When buying games, always examine the competition, always evaluate what you think means a good sports game, and above all else, keep an open mind.



"WITH ALL THE GOOD SPORTS GAMES ON THE MARKET, GAME PLAYERS MUST BE WISER AND MORE INFORMED THAN EVER BEFORE."



A LOOK AHEAD TO HOOPS

NBA LIVE '98

• Created by EA Sports
• Available: November for Sony PlayStation
Also Sega Saturn

This year's NBA Live looks a lot like last year's game, and the amazing shooting/raining style of the players has returned. The movement still isn't close to the Zone or Shoot Out, but NBA Live strikes when it comes to individual player intelligence, realistic stats, and facts that actually matter. New this year is the ability to string together a multiple series of special moves.



NBA IN THE ZONE '98

• Created by Konami
• Available: December for Sony PlayStation and Nintendo 64



Last year's In the Zone was solid. The player animations were top notch, and the gameplay was straightforward and exciting. What it lacked was a creative player feature. Konami still hasn't added a creative player, so it will most likely lose out to Live and Shoot Out, but keep your eye on the N64 version. Konami has no 64-bit basketball competition, and the N64 version allows for multiple players in season mode. The NBA version is pictured on top; the PlayStation is below.

NBA HARDWOOD HEROES

• Created by Digital Concepts for Moving Images Entertainment
• Available: November for Sony PlayStation



Hardwood Heroes is a strong basketball title from a company known primarily for arcade sports games. The game looks great, with realistic season options and an advanced gameplay interface. For pictures and more information, see pg. 66.

Also worthy of note is NBA Arena '98 for the Sega Saturn. Sega Sports purchased rights to the game from Moving, and it's almost identical to the PlayStation version of Hardwood Heroes.

NBA SHOOT OUT '98

• Created by Sony Interactive Studios for SEGA
• Available: December for Sony PlayStation



Sony has added user hearts to this third installment in the Shoot Out series, while focusing on upgrading player animations. New rookie players, sports, and a post-up move should give the game a more needed variety. Let's hope Sony squares up the foul situation, while figuring out how to keep games under 120 points. Also, this year's installment is among the best and includes a basketball mode.

Game Informer's



- Editor's Top Ten Console Games for October**
1. Marvel Super Heroes - PS
 2. Star Fox 64 - N64
 3. GoldenEye 007 - N64
 4. Othello's Area - PS2
 5. Madden NFL 98 - PS-X, SS
 6. Treasures of the Deep - PS-X
 7. NFL GameDay 98 - PS-X
 8. Madden 98 - N64
 9. Capstone: Symphony of the Night - PS-X
 10. Final Fantasy VII - PS-X

Reader's Top Ten Console Games for October

1. Super Mario RPG - SNES
2. Resident Evil - PS-X
3. Disney King Country 2 - SNES
4. Albert Odyssey - SS
5. Tomb Raider - PS-X, SS
6. Tiger Play - PS-X
7. Turok: Dinosaur Hunter - N64
8. GoldenEye 007 - N64
9. Star Fox 64 - N64
10. Final Fantasy VII - PS-X

Top 10 Reasons Why We'll Miss the PC Jugg

1. We will no longer have the luxury of being gamers and personal things in the same place.
2. The PC game could very well be played.
3. There will no longer be a strong connection between the U.S. video game industry and the West.
4. There will be no one left to the office who can withstand playing full of the Sun for three straight weeks.
5. Our great third Battle the monkey will depend on it as well as become like a dinosaur.
6. There will no longer be hundreds of titles can scattered around the office.
7. We will no longer have thirty minute sessions on why jumpers are cool.
8. We will no longer have the luxury of sitting through thirty minute sessions on why jumpers are cool.
9. We will no longer have the luxury of sitting through ten hour sessions on why jumpers are cool.
10. We'll be breaking up the best set of game editors ever assembled.

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First Pictures of Konami's Hybrid Heaven

Along with the eagerly anticipated **Metal Gear** for **Sony PlayStation**, Konami is developing another 3D RPG exclusively for the **N64** called **Hybrid Heaven**. Utilizing a real-time 3D graphics engine, Hybrid Heaven puts gamers into an immense 3D environment, where they'll need to master both fighting and gun play as they work their way through the quest. At this point the facts are a little scarce, but we do know that the team working on this title wants to "one up" the guys working on **Metal Gear**. This is good news, since competition always creates better games. To see an **N64** go to Konami's web site at <http://www.konami.com/>.



The WWF Returns to the PlayStation

Acclaim Entertainment gave us a preliminary look at **WWF 3D** for the **Sony PlayStation**. Not due to hit the PS-X until next spring, the game contains 12 of the WWF's toughest wrestlers. The version we played only contained a one-on-one mode, but we already saw the merits for tag team, match, and weapons match. Up to four players will be able to compete in all or most of those modes. The preliminary play control was very good, very much like WCW with a punch, kick, and grapple button. Moves can vary depending on where characters are standing in relation to the opponent. We executed pile drivers, a suplex, and a number of other throws. We're sure there will be plenty of other moves.



Working Designs to Bring Alundra to U.S.

Working Designs has secured the rights to **Sony Computer Entertainment Japan's** action/RPG **Alundra**. Currently available for the **Japanese PlayStation**, **Alundra** features the main character from the **Saga** **Geneside** in **LandStalker** and game play that is very similar. Working Designs committed to Game Informer that the translation process is already 50 percent complete, and they will attempt to hit a December PlayStation release. This is Working Designs' first PS-X RPG, and it will not be coming out for the **Saturn** as Working Designs has abandoned all new Saturn development. Duchi



Activision's Apocalypse Slips to December

Apocalypse, Activision's **PlayStation** game starring **Bruce Willis** will not be released until March of next year. Originally scheduled to release on the PlayStation in October, the delay is due to problems with the play mechanics. An Activision representative stated that, "Bruce Willis and all the marketing in the world wouldn't sell this game if it had lazy play control." We'll keep you posted on the progress of **Apocalypse**.



- Chevrolet
Toyota
Nissan
Subaru
Honda
Chrysler
Mitsubishi
Mazda
Aston Martin
Ford

Sony to Release the Largest Race of All-Time

It looks like our **E3** rumor section (featured in **GI** August 97) holds more fact than fiction. The first rumor that we mentioned was about **Sony Computer Entertainment, Inc.** is now becoming more fact: entitled **Gran Turismo** (a better name, but that's not the point), and we actually played a test version of it last year. The test model of GT is a hidden mode in **Motocross GP**, and as you've probably guessed, it is being done by the same team that did **GP**.

We've actually had a chance to play the real build of the game at Sony, and yes, it is mind-blowing. The big feature in the game is the number of cars. Right now, there are over 100 different vehicles, and in the end they are hoping to incorporate 320 different cars into the racing experience. With this concept of vehicles to choose from, you will compete on eight different tracks (all featuring very little pop-up). With this many vehicles and tracks, you'll probably assume that the graphics would suffer, but they don't. GT has a very realistic and flashy look to it, where you'll see all the cars with headlights at night, cool wheel action (with that strobing reverse spin action), and true-to-life physics and taunting behaviors.

Obviously, Sony is trying to make this the biggest of them all, and right now it sounds like they'll accomplish that objective. The game is set for a January release. Also, GT's cars are all officially licensed production cars. Check out the list to the left.



Geck Coming to N64

Last month, we reported that **Midway Home Entertainment** had entered into a publishing agreement with **Crysal Dynamics**. The agreement allows Midway to publish both of Crysal's highly anticipated **PlayStation** titles, **Psychonaut** 2 and **Geck**. Enter the **Gecko**. However, there was one unanticipated amendment to the deal: Midway has requested that Crysal Dynamics (working in conjunction with Midway) create a version of **Geck** Enter the **Gecko** for the **Nintendo 64**. As it stands, **Geck** Enter the **Gecko** will be available for the **Nintendo 64** sometime in the 3rd quarter of '98 (probably March). Due to this new development, the release of **Geck** Enter the **Gecko** for the **PlayStation** has been delayed until January 20, 1998.



Data File:

1. **James** from the **Activision** market. **Willis** gets a chance to experience **Sony's** new **N64** **PlayStation** the **Apocalypse** (pg. 20). The game, which has sold more than 500,000 units in Japan, is already a line for a sequel. Or at least that's what the story of the game involves. When it's finally a big **PlayStation** the **Apocalypse** 2 as a U.S. release of **PlayStation** 2 is pending, but nothing has been officially announced.

2. Over the recent months, **Konami** has been showing more and more of their upcoming titles, but one title that we had never heard of was their new, **N64** only fighting game, tentatively titled **SAKURA**. Konami claims that this title will be the first "true" 3D fighter for the **N64** and will feature remodeled backgrounds and characters.

3. Game Informer has learned that **Crysal Dynamics** has already begun work on a sequel to the underground hit **Road Racer**, **Legacy of Rage**. This new incarnation is being created on an alteration of the **Geck** Enter the **Gecko** 3D engine and should be ready in late '98. The title, however, the game is being developed in-house, rather than by **Midway**.

4. **Sidney** **Midway** Entertainment has recently acquired the publishing rights to **Home** using the **Top Gear** **Wally** for **Nintendo 64**. No release date has been announced, but we expect Midway to take this title as early as possible, so as not to conflict with their November release of **San Francisco Rush**.

5. Unfortunately, **Acclaim's** **N2** **Quarterback Club** for **PlayStation** has been cancelled. Fortunately, all releases at **Acclaim** (responsible for the **PlayStation** development) are now focused on bringing up **N2** **Quarterback Club** for **Nintendo 64** with the late release date for the **PlayStation** version and the earliest launch date on **PlayStation**. Game Informer would like to say that the decision to cancel was a wise one.

6. Electronic Arts has acquired the rights to **Intelligent** **Wally** an off-road rally racing game that was originally planned to be published by **Game** in the United States. Look for **Wally** to ship in the States by the end of October. Unfortunately, we were unable to get a copy of the game, but this issue went to press, but look for it to be available on the shelves in November.

MK Mythologies Nears Completion

While **MK Mythologies** is still on track for a late October release, much of the game is still incomplete. We did, however, get a chance to play the first three levels and see some of the N64. The action in the video is pretty good, but the story is cool and makes for some entertaining sequences. Another interesting fact about this game is that Sub-Zero joins his journey through experience. Do a three hit combo and get a experience point. Get enough experience points, and you earn the freeze ray, and so on and so on. There are a total of eight moves that Sub-Zero can execute.

Nintendo Unveils New Game: Banjo, Gruffy, and Yoshi Slide to '98

As everyone already knows, Nintendo's favorite word is "delayed." And once again Nintendo is using their favorite word, but this time they are also saying "surprise!" with the introduction of a new game from **RARE**.

Diddy Kong Racing will arrive for the **Nintendo 64** this November. It is obvious that Nintendo and RARE have been developing this game since the inception of the **N64 Game Informer** has long predicted that Nintendo would release an N64 game revolving around the **Donkey Kong Country** universe before year's end. However, when **Diddy Kong Racing** will release on November 24, a number of previously announced Nintendo games will not make it for the holidays. Nintendo has officially announced that **Banjo-Kazooie**, **MLB Fastpitch Ken Griffey Jr.**, and **Noble's Story** (how did we miss that?) will be released in the first quarter of '98. **Hudson Soft's Bomberman 64** has moved to December 3 and will be published by Nintendo.

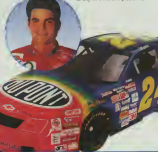
With all of the changes, Nintendo's N64 release schedule consists of just three titles for the rest of 1997.

- 1997**
- **Winback Warriors** - September
- **Diddy Kong Racing** - November 24
- **Bomberman 64** - December 3
- 1998**
- **Mek's Story** - February 9
- **Banjo-Kazooie** - March 16
- **MLB Fastpitch Ken Griffey Jr.** - March 30
- **Buggle Bungle** - 1998
- **Body Harvest** - 1998
- **Kyle's Air Ride** - 1998
- **Zelda 64** - 1998



ASC Games Signs Jeff Gordon

Jeff Gordon is the defending **Winston Cup** points champion. **ASC Games**, looking to capitalize on Gordon's superstar appeal, his knowledge of racing, and his well known love for video games, inked a deal that has Gordon co-producing a number of racing titles over the coming years. The games will be available on a variety of different platforms.



First Look at FIFA: Road to the World Cup 98

EA Sports is starting to leak information concerning the upcoming title **FIFA: Road to the World Cup 98**. Planned for release on the **PlayStation**, **Saturn**, and **PC**, the new FIFA looks to isolate (and enjoy!) the road to the world cup. The grueling process of the preliminary qualifying rounds will find players choosing from 172 national teams to compete for one of the 30 open spots in the final qualifying round to be held in France. Of course, the game will also include standard league play with an additional 193 teams from 11 different leagues.

Players will be able to customize cups, and the gameplay is said to be faster and more responsive. **FIFA: Road to the World Cup 98** will ship in 150 October/early November. The shots do not appear to be actual gameplay, but perhaps were taken off the instant replay feature.



N64 GameShark Available Now

Maybe you're just not good enough. Maybe there's one boss you cannot defeat. Maybe you've finished your favorite game, but would like to play it again with unlimited weapons and infinite health. Well, **Inferno** is here to help with the announcement that their popular **GameShark** line of accessories has just swam into 64-bit waters.

Available now for the **Nintendo 64**, **GameShark** uses alpha-numeric codes to hack into a game's programming. Typically the **GameShark** grants players advantages like immortality, infinite weapons, and double attack damage. There are also codes for sports games. For example, the **GameShark** can activate instant home runs or guaranteed strikeouts. In an adventure game, the **GameShark** might enable all the items, gear, or special powers.

Available now at an MSRP of \$49.99, the **GameShark** is one predator that no cheater would wish to miss.

MDK Coming to Television

Mainframe Entertainment has inked a deal with **Playmates Interactive** and **Shiny Entertainment** to produce an animated TV series based on the game **MDK**. **Vanguard**, producers of the **Realbad** series, will target the television release of **MDK** for the fall of 1998. The PC version of **MDK** is currently available and **Playmates** will release a **PlayStation** version in November.



Minnesota Timberwolves' Star Helps Out Acclaim

Acclaim has enlisted the help of Minnesota Timberwolves guard **Stephen Marbury** to provide the motioncapture for **Acclaim's** upcoming **NBA Jam '98**. Arguably the best rookie in the NBA last year, Marbury's toughness and dynamic moves will certainly add a lot of fire to **Acclaim's** basketball title when it is released next spring.



Duke Nukem Coming to PS-X

It seemed odd that the **PlayStation** was the only high-end platform without a version of **Duke Nukem**. With the announcement of **Duke Nukem Total Motion**, all this has changed. New to the **PlayStation** version is an exclusive episode featuring six new levels. One of the new levels is called **Womb Raider**, and supposedly, it mimics **Tomb Raider**, with one slight difference - the chests are bigger in different spots. The other new levels are called **Worm 'em Out**, **President Wozni**, **Duke Fister**, **Marine the Spel**, and **Club Apocalypse**. No release date has been announced.



Game Informer's Site O' The Month



MKI Extreme
http://www.digitonline.com/~transm01

This site is loaded with **Mortal Kombat 4** information, pictures, and news. Plus, this site features information on every other **Mortal Kombat** title, even the ones that are not released yet. If you need an MK for that guy who played the games, cartoons, and movies, check out this superbly designed site.



1. Where are the three Super FX chip games that never came out for the Super Nintendo? Hint: Two of them ran on the Super FX2 chips.
2. In **Mortal Kombat 3** what do Cyrax, Sektor, and Smoke (not Human Smoke) have in common for an Anomaly?
3. Who is the last boss in **Resident Evil**?
4. In any of the **Super Mario** games, has Mario ever made a mudslide that could kill him?
5. What does **TSV** stand for, and what game put there on the map?

(Answers on the bottom of page 30)



Name That Game!

This home page site was originally released in 1993 by **FTN&S** Inc. It features fast-paced action with special moves, bonus games, and real score stuff. What game is it?

(Answer on the bottom of page 30)

Someone please get the guys who make cartridge games a cigarette and a blindfold.



Possibly the greatest game ever made is available only on PlayStation™

Sad thing: If it were available on cartridge, it'd retail for around \$1,000.

SQUARESOFT



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

DUKE NUKEM 64

Duke Gets An Upgrade On the N64

- Size: 44 Mpixel
- Style: 1 to 4 Player First-Person Shooter
- Special Features: 10 Weapons (Not including the Shotgun, 5 and a Half Inch Weapons, Explosive Ammo For Shotgun, Armor (Helmet, Armor For Auto-Pistol, 35 Caliber, Mini Shotgun, Rocket Pistol, Luminolite), Fogged Foghorn Effects
- Created By: GT Interactive
- Available: December for Nintendo 64

After seeing what a know guy they did with Hyster, we were pretty skeptical of GT's efforts to translate Duke from the PC. Fortunately, Duke is not only just "no game" but appears to be even better. Sure they took out some of the more silly elements, but the blood is actually in greater quantities and the obnoxious voice of Duke continues to be an instant fix.

The thing we were most impressed with was GT's decision to replace them of the weapons with newer ones. This sounds horrifying to a Duke Nukem veteran at first, but the new weapons are awesome. Gone are the days of the machine gun, rocket launcher, and freeze-thrown. The machine gun has been replaced with a more sophisticated, the rocket launcher has been replaced with a plasma launcher that's better than Duke's, and the freeze-thrown has been replaced with a plasma weapon. The plasma can destroy special enemies. This powerful weapon can be powered-up depending on how long the player holds his button. Once it reaches full power, the gun starts to shake, unleashing a plasma blast at this point results in an explosive war that rivals the Russian Cossack from Duke in its ferocity. GT has also thrown in some new types of enemies for the first five weapons, if you can find the armor-plating bullets for the auto-pistol or explosive ammo for the shotgun you will gain reward and unlock for these newer tools of the trade.

GT has also replaced all of the "old" humor with a weakness that can still be appreciated. The edit bookends, but basically, these have replaced with "Duke Express" a bad-luck joint with a glowing reddest status of Duke Nukem in front of it. We're not sure this game is fun, but we're impressed with GT's efforts on this one and look forward to playing this game in its final form.



The F1 Experience Comes Home

- Size: 4 Mpixel
- Style: 1 Player Racing
- Special Features: Realistic Tire, Suspension, Gear, and Rigor Realistic Lead-outside Pit and Repair, Logos, P1 License Featuring 14 Courses and 22 Drivers, Manual and Automatic Transmission, Fully Customizable Cars, Active and Simulation Modes
- Created By: Human for Up Soft
- Available: October for Nintendo 64

In creating a good racing sim, developers need to play to the fans between realism and playability. Fans, gamers need to be able to have cars, drift, and occasionally experience beatdowns, but should players need to worry about electrical failures? Or gearboxes? No, it's a good gameplay balance is achieved. Racing for the F1 championship is anything but easy, and Human has created a game that takes the challenge and unpredictability of F1 circuit racing, and places it into a format that lives racing fans will appreciate.

The key to F1 Pole Position (known as Russian Grand Prix in Japan) is perfect. Unless you've captured the pole, then you must rely on the car's speed, precision, and gear and suspension, always using the wheel's opportunity to move up through the pack. P1's advantage is especially important, and the in-race F1 racing, players can obtain information about leader position and pits. If the leader's pitting, try and squeeze one more lap out of these fans.

There are especially important in relation to the weather, longer races may see blue sky to rain, then back to blue sky. Choosing between rain and dry is a challenge. So a car's handling, eight different car tuning options are available, including downforce, gear ratio, suspension, and brake pressure.

For those who don't demand in a simulation, inside mode is available, where cars suffer no damage, and the default configurations are sufficient. Even the pit stops are automatically made at professional racing sites, and F1 Pole Position just might be the game that delivers.



Race for the finish line at instantly high speeds while trying to avoid a barrage of weapons assaults from blasters who would rather see you drop than win in Acclaim's new Extreme-G for the N64. With the ability to handle up to 4 players, there are several different ways in which you can enjoy this game. In one-player mode, enter the Extreme Contest and try to last as long as you can through the Magma, Intermediate, and Extreme levels. Lap timing, points, and rankings are all included, and the car's performance is shown. In two-player mode, enter the Extreme Contest and try to last as long as you can through the Magma, Intermediate, and Extreme levels while trying to shoot down moving targets accelerating ahead of you. This mode is a great way to perfect your aiming and driving abilities before stepping into the ring with the big boys. Of course, you can also enter head-to-head with friends (or enemies), because Extreme-G offers three different multi-player formats. There is head-to-head, where you can race against one to three players; and, for up to four players, there is also the Flag Game and Battle Arena to compete in. In the Flag Game you race around the track trying to pick up flags that are spaced out at various locations on the track. Unfortunately, there are no special weapons to be used in this race. It's all about, in Battle Arena, you drive around in one of four arenas trying to waste



All of the Cybercycle has a weapon mounted on the front. However, similar to MotoGP for the PS-X and SS, you can pick up additional weapons by making contact with weapon icons at various places along the track. Once you make contact with an icon, the weapon itself shows up near you and attaches itself to your car. Some of the different weapons are Super Missiles that reverse your opponent's reactions, Phosphor Flares that blind others behind you, Grenades that cause a rider in a blob-like substance, and Lightning Rays that shoot out the side of your bike (just like those speed metal hoppers in Greaser).

If you enjoy the speed and combat of the MotoGP titles, you will not be disappointed with Extreme-G. Eye-drops strongly recommended.



A-BARRAGE OF SPEED AND POWER



your opponents' shields and blow them up before they get the same to you. There are eight different magnetic-wheeled cybercycles that have varying degrees of acceleration, top speed, steering, handling, corner strength, and twelve separate tracks to ride them on. Because the cybercycle from within, it's possible to ride up and down 90 degree inclines and through loop-to-loops. The tracks are filled with bright colors and the backgrounds pass by smoothly as you tear through a variety of environments. The sites range from urban areas, lava pools, abandoned ruins, and water-filled tubes.



That's because you can pick up additional weapons by making contact with weapon icons at various places along the track. Once you make contact with an icon, the weapon itself shows up near you and attaches itself to your car. Some of the different weapons are Super Missiles that reverse your opponent's reactions, Phosphor Flares that blind others behind you, Grenades that cause a rider in a blob-like substance, and Lightning Rays that shoot out the side of your bike (just like those speed metal hoppers in Greaser).

► THE BOTTOM LINE **8.5**



- Size: 4 Mpixel
- Style: 1 to 4 Player First-Person Shooter
- Special Features: 10 Weapons (Not including the Shotgun, 5 and a Half Inch Weapons, Explosive Ammo For Shotgun, Armor (Helmet, Armor For Auto-Pistol, 35 Caliber, Mini Shotgun, Rocket Pistol, Luminolite), Fogged Foghorn Effects
- Created By: GT Interactive
- Available: December for Nintendo 64

REVIEW: THE RACING GAMES

Concept:	8.75	Extreme-G features a third level of the classic. The gameplay and the story are both excellent.
Graphics:	8.75	The graphics are excellent. The game is very well designed.
Sound:	8.75	The sound is excellent. The game is very well designed.
Playability:	7.25	The game is very well designed. The game is very well designed.
Entertainment:	8.75	The game is very well designed. The game is very well designed.
OVERALL:	8.5	

ANDY: THE GAME HOWTO

Concept:	8.75	The game is very well designed. The game is very well designed.
Graphics:	8.75	The graphics are excellent. The game is very well designed.
Sound:	8.75	The sound is excellent. The game is very well designed.
Playability:	7.25	The game is very well designed. The game is very well designed.
Entertainment:	8.75	The game is very well designed. The game is very well designed.
OVERALL:	8.5	

JOE: THE GREEN GAMES

Concept:	8.75	The game is very well designed. The game is very well designed.
Graphics:	8.75	The graphics are excellent. The game is very well designed.
Sound:	8.75	The sound is excellent. The game is very well designed.
Playability:	7.25	The game is very well designed. The game is very well designed.
Entertainment:	8.75	The game is very well designed. The game is very well designed.
OVERALL:	8.5	

Jet Moto 2

The Moto Strikes Back



Exciting if not a Milwaukee Highway

2:19.8
+ 2:38.3 9"

Available



Yes, she is driving upside down.



Now that's a scorching heat.

The corner affects are really really cool.



This vertical jump will put you in the air for several seconds...



Our hero just is riding straight.

It's the Afterbrook 5A track.

- Size: 1 CD-ROM
- Style: 1 or 5 Player Racing
- Special Features: 10 Tracks (Additional Future Tracks Likely), Air Jet Compatible, Real-Life Seasonings Mountain Dew is in it, Cool Physics, 3 New Tune Design, Ride Magnetic Graphics, Working Topless Nevada Cakes
- Created by: Sony Trac for Sony Computer Entertainment America
- Available: November for Sony PlayStation

The blazing insanity of Jet Moto has returned for a second showing. Its look has improved and the control seems to be a little bit easier to master, but for the most part, the song remains the same.

Aside from improved handling, the bikes are exactly the same. Magnetic graphics allow racers to whip around corners at insane speeds and turbo boosts allow them to achieve those insane speeds. In addition to the ability to lean over for a sliding turn, there is a new foot turn that has been implemented. It can be executed by hitting the top shoulder button.

Jet Moto 2's biggest advantage is its tracks. The air you can catch off of some of the jumps is unbelievable. One of the tracks consists of a theme park roller-coaster with a We counted at least five seconds of air time before the bike finally hit the ground.

The biggest difference in the game is that the difficulty is much more progressive. Like the previous Jet Moto, every time you beat a circuit in Season mode, three more tracks are unlocked. You will then be required to go back to the beginning and beat all of the previous tracks in addition to the new locker. As it stands right now, the first circuit is a cakewalk. But then in the next season, the drivers get a little bit smarter. This progresses until you reach the point where you have to hit every track perfectly for the final circuit. This is a lot different from the original game where every race was tough from the very first track.

As it stands right now, Jet Moto isn't all that different from its predecessor, but the fact that it's in such an early stage of development and looking so solid is enough to excite us.

CART WORLD SERIES

Open Wheel Action on the PlayStation



The extremely CART does not leave any doubt on the



Added action, as when you're in a hurry, CART



ALEX ZAFARANI

With a career in the world of motorsports, Alex Zafarani is a professional driver and a member of the Sony PlayStation team.

reyard



This makes a nice transition as it allows



Two more new tracks as it allows



CART CAR SETUP

With a career in the world of motorsports, Alex Zafarani is a professional driver and a member of the Sony PlayStation team.



Added to the game, which is the



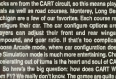
Two more new tracks as it allows



CART World Series features a



The beauty is a driver



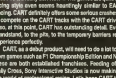
Two more new tracks as it allows



CART World Series features a



The beauty is a driver



Two more new tracks as it allows



CART World Series features a

CART is short for Championship Auto Racing Teams, and lately the CART circuit has been making great strides, enjoying a much greater popularity than its final circuit, the IRL (short for Indy Racing League). Most of the big name drivers and sponsors have moved over to CART, and Sony was quick to jump up this popular horse.

Fans of open wheel racing will find a lot to like in CART. All the tracks are from the CART circuit, so these name players will be racing on a well as road courses. Monterey, Long Beach, Toronto and Michigan are a few of our favorites. Each course requires players to configure their car. The car configure options are fairly standard. Players can adjust their front and rear wings, fuel load, the compound, and gear ratio. If there's too complicated, players can choose Arcade mode, where car configuration doesn't matter - but the Simulation mode is much more entertaining. Choosing lines, then accelerating out of turns is the heart and soul of CART World Series.

So here's the big question: how does CART World Series differ from F1? We really can't know. The games are quite alike, and CART's racing style even seems hauntingly similar to EA Sports' Andrei Racing. CART definitely offers some serious crashes, and the chance to compete on CART tracks with the CART drivers is really cool. Also, at the pole, CART has outstanding detail. Everything from the grandstand, to the pits, to the temporary barriers recreate the CART experience perfectly.

CART, as a debut product, will need to do a lot to capture the pole from games such as F1 Championship Edition and NASCAR 98, since these are both established franchises. Feeding off the success of Rally Cross, Sony Interactive Studio is now making a big push into the world of professional racing. Let's hope CART turns out to be as good as it sounds.

- Size: 160-ROW
- Style: 1 or 5 Player Racing
- Special Features: 10 Tracks (Additional Future Tracks Likely), Air Jet Compatible, Real-Life Seasonings Mountain Dew is in it, Cool Physics, 3 New Tune Design, Ride Magnetic Graphics, Working Topless Nevada Cakes
- Created by: Sony Interactive Studio
- Available: November for Sony PlayStation

CRITICAL DEPTH

Submarine Warfare Gets Twisted

The quickest thing we could say about Critical Depth is that it's Twisted Metal 2 underwater. The special weapons unique to each sub, weapon pickups, and similarity of control all leave the game with an undeniable mark of "Twistedness."

The obvious difference between the two games is that you're piloting a submarine instead of a car. Level designs consist of gigantic sunken cities, tunnel complexes, coral reefs, and a giant



- Box: 1 CD-ROM
- Style: For 2 Player
- Accessories: None
- Special Features: Special Power Pods Increase Performance and Great Ammo, 12 Subs (Plus 3 Hidden), 8 Special Weapons, Shields, Special Attacks (A La Twisted Metal 2)
- Created by: Single/Tac for GT
- Released: November for Sony PlayStation



underwater gothic/dome. Each level is full of natural ocean creatures and vehicles attempting to mind their own business amidst the chaos.

Critical Depth also features a new goal. You do not need to slaughter all of your opponents to make it to the end of a level.

Your primary purpose is to collect all of the five Power Pods that are hidden on the level. Once a hub has collected all five pods, the hub is opened up for that sub only. If an enemy captain's one of these marvels, you will have to hunt them down and hit them with heavy weapons to "lock the pod out of them." An added benefit of the pods is that each one grants a different power to the subs. These include doubling your energy but increasing the amount of damage your sub does, doubling the amount of weapons you pick up per item found, regenerating armor, and doubling the rate of fire for the "shaker" weapon.

While it's tempting to compare Critical Depth to *Transcend of the Deep* due to the underwater theme that they share, the games really aren't all that similar. Critical Depth's focus, like TME, is more along the lines of crazy combat, whereas *Transcend* focuses more on creating a fascinating underwater world. If you loved Twisted Metal, keep an eye out for our review of this game.



Don and a while a new disc comes along that blows away everything that came before it. This statement just about sums up *Time Crisis*. Sure, there's not two-player mode, but once the GunCon is in your hand and you start dodging behind walls and pillars, you'll wonder what *Time Crisis* is so close to real combat as a video game can be. It's truly a revolution.

The first part of this revolution is accuracy. The GunCon taps directly into the PlayStation's video signal. In case you can't believe it, the gun plugs into the controller port, and a vinyl cable taps into the video output at the rear of the PlayStation. The light gun then reads the TV screen as well as the video signal, and overlays the two, making it the most accurate light gun ever.

The Action button is the second part of the revolution, and here's how it works: Throughout each stage, the player will be led to different combat zones. As soon as the "View" command appears, it's time for some mayhem. Push the action button to pop out from the zone and start blowing away at the enemies. See a grenade coming towards you? Release the action button, take cover and reload. Just in case you get too comfortable behind cover, remember that the game is called *Time Crisis*, and each end every stage is a race against the clock. You've gotta move if you want to accomplish the mission.

The two keys to victory in *Time Crisis* are speed and selective targeting. A number of different enemies appear throughout the game, each wielding a unique weapon. So when you see a grenade, take down the dead-end one first. It sounds easy, but believe us, it's not. Then, while you're worrying about enemies, the interactive backgrounds start coming at you in the form of speeding cars, veritable pulleys, and worse a lot of things. You must use the action button to avoid these objects as well. If you don't, you're a quick trip to the morgue.

The game itself is very close to be a snide predecessor with the action of one new level. It's about time gun gaming took the next step, and we're sure that once you pick up the GunCon and experience the powerful

feeling of controlling your destiny and wasting hundreds of enemies, your old gun games will start collecting a lot of dust.

The Future of Gun Games Is Here



THE BOTTOM LINE 8.25

APOL: THE GAMES HOUSE

REINER: THE RACING GAMER

JAM: THE GOREY GAMER

Concept: 8.5
Graphics: 8.5
Sound: 7.75
Playability: 8.5
Entertainment: 7.75
OVERALL 8.25

Concept: 8.5
Graphics: 8.5
Sound: 8.5
Playability: 8.5
Entertainment: 7.75
OVERALL 8.25

Concept: 8.5
Graphics: 8.5
Sound: 8.5
Playability: 8.5
Entertainment: 8.5
OVERALL 8.5

Concept: 8.5
Graphics: 8.5
Sound: 8.5
Playability: 8.5
Entertainment: 8.5
OVERALL 8.5



Shoot the red enemy first, then the yellow green enemy in the back and go after the money blue guys last!



Resident Evil 2 is easily the most talked about sequel of the year, and until now no one really knew anything about how the game actually worked. Recently, Capcom of America visited the G1 office, and forty seconds inside one of their dubai bags was the playable version of Resident Evil 2. This small portion of the game that we played through will actually be the demo included in Resident Evil Director's Cut.

Technically, we can say that this is a standard sequel running on the same engine as the original. Between scenes there is still a large chunk of loading time that is hidden behind the "loading" sequence. Plus, the characters still walk and run in place while turning, and items that can be moved or picked up can easily be seen (the Scooby-doo effect). There are a few problems we have with the original version that are evident in the demo version, but with a January release, Capcom may still have a couple of tricks up their sleeves.

One of the most new personality features is the struggle modes used when zombies reach you. In RE2, you are no longer hapless when this happens. By pressing different buttons you will be able to squish and knock the zombies off of you. Thus, you will save yourself some valuable health if you can break free quickly.

Plus, one of the biggest problems with the game has been its camera degree. As you know when your weapon is drawn and you need to change your direction of targeting, the character spins extremely slowly. This is not in the game, but theoretically you will only run into this problem on a minimal basis. Now when you draw a weapon, the game automatically lines up your targeting with the nearest enemy. This new feature is welcome, and the reason time of your character spinning around is as quick as it can be while still being realistic. It does have drawbacks though.

Let's say you are in a room packed with several different kinds of zombies, and the weakest one is the closest to you. Obviously, you'll want to target the tough guy first. To do so you will have to spin slowly or simply move closer to the enemy. Moving isn't a serious problem (and it may be the best way to play the game now), unless the zombie you intend to kill has some kind of projectile attack on long range weapons. If so, you'd want to stay far away since it's a win-win situation.

The two characters you'll control are Leon and Claire (no longer Elena), and we assume they have different characteristics. Then again this RE adventure could be structured differently, where both characters will be used within the same RE story. This probably won't happen, since during the same talk-character formula each one easier than the other only makes sense for one. I added great replay value, and two I may draw people into playing the game simply because I offered up different difficulties and a touch of both worlds.

The graphics displayed in the sequel have also been enhanced, and while it said features, the game seemed backdrops, more items and obstacles have been implemented, making the game look more realistic. When we say this, we mean that all of the items in a room are no longer confined to spaces along the walls. Now they take up precious walking space.

For those of you who are into the game for the horror aspect, we just say this—the game is a lot scarier than it used to be. More suspense, more uncertainty within the plot, and more surprise attacks for enemies have been pumped into this sequel. RE2 is definitely a game that cannot be moved, and even after playing the demo (which is approximately twenty minutes in length) we wanted more... much more.

RESIDENT EVIL 2



- **Basic CD-ROM**
- **PlayStation**
- **Action/Adventure**
- **Special Features:** Multiple Story and Character Deaths, New Weapons, Two New Characters (Leon S. Kennedy, Claire Redfield), New Music, New Sound Effects, New Character Events, New Character Moves, New Character Moves, New Character Moves
- **Control:** By Capcom
- **Developer:** Capcom for Sony PlayStation

There are few games that have obtained the same legendary status as Street Fighter. It has been a part of the game industry for a while, and the series doesn't look like it's stopping anytime soon. The newest Street Fighter installment, Street Fighter EX Plus Alpha, is not the first 3D Street Fighter, but it is the first to take the series into the third dimension. The game is a 3D fighting game, and it's a 3D fighting game. The game is a 3D fighting game, and it's a 3D fighting game.

Another unique aspect to the Street Fighter EX series is that both Ken and Ryu have left their hometowns behind. The remaining hometowns are now in the game, and they are now in the game. The remaining hometowns are now in the game, and they are now in the game. The remaining hometowns are now in the game, and they are now in the game.

As far as the concept of the game is concerned, it is just as you would expect. It's plenty of action, but lacking in the story. The game is a no-brainer, and it's a no-brainer. The game is a no-brainer, and it's a no-brainer. The game is a no-brainer, and it's a no-brainer.

UP, THE GAME HOMER

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0

UP, THE RAGING GAMES

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0

UP, THE GREEDY GAMES

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0

STREET FIGHTER plus α

Punching into the Third Dimension

The game is a 3D fighting game, and it's a 3D fighting game. The game is a 3D fighting game, and it's a 3D fighting game. The game is a 3D fighting game, and it's a 3D fighting game. The game is a 3D fighting game, and it's a 3D fighting game.

DOWN, THE GAME HOMER

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0

DOWN, THE RAGING GAMES

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0

DOWN, THE GREEDY GAMES

USER: 1.0
EDITOR: 1.0
SCORE: 1.0
REMARKS: 1.0
OVERALL: 1.0



CROC

LEGEND OF THE GOBBOS

TOO CUTE TO BE DENIED!

- Size: 1 CD ROM
- Date: 1 Player/32-bit/Platform
- Special Features: Several Game Modes including Croc Can Munch, Swampy a Tail Spin a Quick Flip, Swimming, Rock Climbing, and a Bull Stamp. Hidden areas on each level. Bonus Areas and Tidy Boxes and Collectibles
- Genre: Family Plus
- Created by: Argonaut Software Ltd for Fox Interactive
- Available: New for Sony PlayStation (November for Sega Saturn)

► THE BOTTOM LINE 8

Use a variety of tools to solve puzzles by putting things in their places.

Use a variety of tools to solve puzzles by putting things in their places.

Use a variety of tools to solve puzzles by putting things in their places.

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ANDY, THE GAME MONSTER

Concept:	7
Graphics:	8.5
Sound:	8
Playability:	7
Entertainment:	7
OVERALL:	8

RENEE, THE READING GURU

Concept:	7
Graphics:	8.5
Sound:	8
Playability:	8.5
Entertainment:	8
OVERALL:	7.75

JON, THE GREEDY GARDEN

Concept:	8.5
Graphics:	8.5
Sound:	8
Playability:	8.5
Entertainment:	8
OVERALL:	8.5



Thankfully, Midway's Mortal Kombat 4 Road Tour inspired by *Homecoming* for a day, and the Game Informer staff was finally able to catch a glimpse (and a round or two) of what lies in the future for the *Mortal Kombat* movie franchise. As we suspected, MK4 is just another *Mortal Kombat* update, and just as the

new system was shown in MK3, weapons have been introduced in MK4. The gameplay is technically very close to all of the other MK titles. Special moves and combos still require the same style of movements and button presses to activate, and the control configuration is still the same with low kick, high kick, the punch, high punch, run, block, and the standard arcade directional pad mimicking out the user's interface.

The big question still remains on how the Fatalities and different finishing moves will work. We've heard all sorts of rumors saying that the Fatalities are going to be extremely difficult and will require a mixture of playing combos to perform. But then again, we've heard that they will still be directional movements and button presses. Let's hope that they go for a combination of the two, where you'll need to pull off a super combo for a Fatality, and directional moves for a different kind of kill.

The game is still multiplayer, and adding sharp weapons only allows for more blood to be spilled. In fact, after a two-player game, a continue screen will appear showing the losing player plummeting down a large well. After the continue break time out, the player lands on a platform of floating skulls. Speed blast everywhere, the player screams, and a rather nice sound occurs as the player slides down the spiral.

So far, the player selection appears to have a lot of variety. The only missing characters are Rikuo, Liu Kang, Sonya, Sub-Zero, Reptile, Hanzo Hasashi, and Scorpion.

MORTAL 4 KOMBAT

Introducing a New Era of Death

The rest of the characters are new additions and all of them play differently and have different moves. That, you won't see the different colored ninjas of using the same animations to unleash different attacks. The new characters are Fuu, Quan Chi, Kai, Tanya, and Shinnok. Oh, there will be three more hidden characters that will be in MK4.

characters that can be unlocked by using Ultimate Mortal Kombat 3 just like a NES. The combat in this sequel is much more fluid and less like ever before. Using polygon characters as opposed to flat digitized characters is a bonus for MK fans, and the movements of the characters have once again been created by using motion-capture and hand animation. The weapons which you'll have control of are awesome. There are two different swords, an axe, a hammer, a pickaxe of death, and a crossbow mounted in risk lines. Different special moves with three-berly weapons produce different attacks and they can be dropped, picked-up and brooded out of your hand. *Mortal Kombat 4* is an extremely impressive sequel that should be just as popular as the other MK releases.

According to Midway, this title will officially hit shelves in late September, with MK Mystiques Sub-Zero shortly following in early October. Remember, to acquire the complete story you'll need to play both of these games as well of the way through.



By Erik, the PC kid

Ben Wayne, and Beware the Pensive Side of the Force

I can't think of Game Informer this much to go back to school and find my academic muscles (they've become somewhat flabby as of late). You may be wondering if I'm completely insane to be juggling a job playing video and writing about them for school, but the fact is, it's much easier on the gaming regimen to enjoy vids in your free time and leave it up to Game Informer to do all the work. Of course, this pathetic justification won't prevent me from whumpung in my sleep, "coulda been playin' vids" the night before a big exam, but I'm hoping I won't have a nervous breakdown before I actually get to school.



Pacific General - SSI 7.75

I'm not a hardcore war gamer, so you should keep this in mind when reading my review, but also remember that I give *Panzer General* a pretty decent score. *Pacific General* is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX. Will someone explain to me why a game that consists of maps and pseudo-units still requires so much RAM? I also thought the music was a little on the tacky side. Come on folks, this is World War II, not a happy hippy jazz club. Otherwise, the enhanced rules system and added emphasis on naval combat were refreshing. The Star General Series' fans should pick this one up for its new maps, units, and the complete completion of all previous maps and units, but I don't think *Pacific General* will be everyone's favorite.

Carmageddon - Interplay 8.75

I enjoy nothing more than a game of driving mayhem, and *Carmageddon* serves up a fine fire of pedastolic pulping insanity. While the game can actually be won by completing the tracks, the more common method is to knock your opponents around until an all-out vehicular brawl breaks out and continues on until one of us is standing (preferably yours). The game can also be won more seductively by making every single pedestrian on the level, however, this is quite an arduous task, since there are often well over five hundred. Car upgrades can be purchased with money earned from smashing pedestrians in obscene ways and slandering the opposition into the next dimension. This is an extremely entertaining game that, despite with any sense of decency or scruples should avoid. I certainly won't.



Once again, I took a trip to Gen-Con to see what the PC companies might be willing to show to pen & paper role-playing gamers that they wouldn't to the vid gaming press. Unfortunately, the only big companies of note were Senn, Bizzard, Microprose, and Activision (and they don't reveal anything too mind-blowing).

Microprose was showing an interesting looking realtime strategy game called *Seventh Legion*. Its role claim to individuality amongst the realtime strategy horde is that players will be able to use space "cards" that work like spells on the environment and units. They were also pushing, but not showing, *Mechwarrior 4*. Don't worry folks, we saw it at E3 and it looks really cool.

Activision, who lost the rights to the next *Mechwarrior* game to Microprose, was showing off their new firing gun bipedal tank game, *Heavy Gear*. To promote the game, they pulled out the some licensed tactical tank game showed at E3. Microprose and *FASA Interactive* had two swamy guns which they pointed at the looming future. I thought it was nice that, but it remains to be seen who has the better game.



Activision has also been busy with other things, as they recently acquired *Rare*, the creators of *Demolition Man*, and *House of Activision* has also purchased the rights to do a *Cliffhanger* styled game from Avalon Hill. I haven't managed to get ahead of anyone at Microprose (previous publishers of Civ and Civ II) or Activision who seems willing to talk about the details concerning the Civilization license, so it's possible we could be seeing some interesting light fireworks in the coming months.

By the time you read this, *Origin's Ultima Online* should have reached the end of its Beta testing process. The game allows players to interact with each other in an Ultima V styled environment. Expect to see this much delayed game released in time for the holidays.

Westwood has announced that *Command & Conquer: Red Alert*'s expansion disc, *Counterstrike*, has become the best selling expansion set in history. The game sold over 650,000 copies in three months.

I completed *X-Com: Apocalypse* this month and I am sorry to report that it has the second longest ending in video game history (The worst was *Narvok* on the NES.)

Recent releases

Mortal Kombat 4 - Midway
A new *Mortal Kombat* is another game that could have been great, but suffers from online multi-player games where the in-play is as if it were a new game.

Ultimate Mortal Kombat 3 - Midway
A new *Mortal Kombat* is another game that could have been great, but suffers from online multi-player games where the in-play is as if it were a new game.

Pacific General - SSI
A new *Pacific General* is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX.

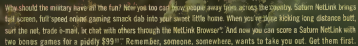
Ultima Online - Origin
A new *Ultima Online* is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX.

Tony LaRussa Baseball 4 - Macro
A new *Tony LaRussa Baseball 4* is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX.

Command & Conquer: Red Alert - Westwood
A new *Command & Conquer: Red Alert* is a solid turn-based war simulation, but I had some serious freeze-up problems on our brand new MMX.

- Star Standing Cabinet
- Style: 1 or 2 Player Head to Head Tournament Fighter
- Special Features: Twelve Playable Characters (Three New Heroes And Can Only be Unlocked Using Ultimate Mortal Kombat 3), New Weapons, Controls and Polygonal Look, Standard MK3 Controls, Realistic
- Created by: Midway
- Available: Late September for Arcade, 2nd Quarter '98 for Consoles





*Must submit to Internal Revenue at 4444-101 and to various Internet. ***Manufacturer's Suggested Retail Price - Prices May Vary

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SEGA SATURN 
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SEGA TAKES SOME ON THE ROAD

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Side Racer
- **Special Features:** 2 Player Split Screen; Analog Controller Support; 9 Alluring Characters (4 more hidden); 200 Degree Environment; 5 Courses; 5 Gameplay Modes
- **Created by:** Danvers: Tales to Sage
- **Available:** November 16 for Sega Saturn

Sega hasn't had too great of a track record after the pathing they took for the first Saturn polyphog game, *Sonic X-Theme*. They hope to get back on track with this newly designed character using game idet *Sonic R*. Billed as the first character based fast race game, initial impressions were as the feeling that the game was a slightly enhanced version of the tube styled bonus worlds of *Sonic 3D Blast*. (E)



with a second look we found there's more to the game than pits. Sidor against his classic friends and foes like Tails and Dr. Robotnik.

Described as using a graphical effect termed "12 Layer Cross Distance Fading," Sonic R will deliver fast-paced, unrelenting action through tight canyons, past majestic waterfalls, and around enigmatic loops to loops. Although we've only

viewed on wheels (or track) from a total of two. Some Rishows off a smooth 30 engine with little or no graphic lag. Players are also not tethered to a main course, so exploring for possible shortcuts in water, woods and other obstructions is a necessity.



Tag: Plus, you can just lose the race and jump around the many different areas to explore. At press time the game was only about 40% complete, so look for the bottom line on the newest Sonic game in a future issue.



PANZER DRAGON

The Saturn Legacy Continues



- Size: 4 COMMs
- Style: 7-Player Action
- Special Features: 100% CG
Self-Morphing Dragons
Visual Effects, Real-Time Sprites
12 Levels, 360-Degree Flight
Exploration
- Created by: Sega
- Available March '93 for Sega Saturn



recreated the shooting grounds of aether gulks, you hunt faster but that Hunter Dropout Sage's snail does well to say the least, offer another visually impressive blast for the eyes. Sage mixes same of the same shooting elements of the previous hits with a bit of role-playing and 360° light on foot exploration. Taking the role of a young hunter named Edge, your quest will weave shooter with strategy and role playing with light

Just like #2 Zuko, your dragon will morph into different, more powerful forms. The battles upon your fiery dragon are similar to the arcade style of the previous period, but have interesting mixes of strategy, weapons and other special powers. The classic elements of role-playing present themselves with towns and lands to explore, but these RPG elements are framed within 12 levels that contain plenty of fiery and fire bosses.

As Game Informer has always considered 2 Zone to be the one of the finest video games ever made, seeing an early Japanese version in action had us reaching for the chain weapon to punish ourselves while desiring of the new complexities that may be included in Saga. Look for more to future results on this promising and already impressive Saturn title.

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How do you spot a Sonic fanatic? Just look for the gold rings. Sonic Jam for Sega Saturn combines the 4 best-selling Sonic games in new 32-Bit brilliance on one stellar CD. Plus you can cruise the 3D Sonic Museum packed with Sonic memorabilia. So get Sonic Jam. Unless you've got holes in your head. Uh, bad example.

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PlayStation

PREVIEW VS.

Size: 1 CD-ROM
Style: 1 or 2 Player Hand to Hand Tournament Fighter
Special Features: Shown Play Modes, Auto Blocking, Chain and Juggle Combos, Polygon Graphics, 16 Characters (Five Four Looked)
Created by: Polygram Music Inc. for THQ
Available: October 10 Sony PlayStation

The sixteen characters in Vs. all belong to rival gangs — Beach, Streets, Camps and Hoods. Although Game Informer does not condone the notion of street gangs, it is fun to pit each gang against the other in this all-out polygon brawl. Instead of featuring tests of button combos, Vs. relies on a simple three-button attack interface. Punch, kick and punch + kick are the three buttons used to string together standard and juggle combos. There is a 3D evade for those who can't take the heat. Vs. also sports an alternative soundtrack with up-and-coming bands such as Pige in Space and Suicide Machines.



Genesis

REVIEW
8.25

Size: 32 Megabit
Style: 1 or 2 Player Action/Adventure
Special Features: Two-Player Cooperative and Battle Mode, Cool Weapons, Drivable Monsters, Draculas Vehicles
Created by: Activision for Sega
Available: Now for Sega Genesis

The Lost World: Jurassic Park

We can honestly say that this game is more fun than the PlayStation/Saturn version. This 32 meg can sports some killer Dino animations, and the island is large and complex. Our favorite mission so far has players using a laser to push stegosaurus into cages. The graphics look great for a Genesis game, but the controls are a bit off. When you activate the slow down does become frustrating. As with any good action/adventure, there are a ton of pickups and different weapons. Players can also call for an drop when in need of supplies. To top it off, two players can cooperate on missions, or battle it out head-to-head. We'd love to see more titles like The Lost World for Genesis. Its entertaining, and pushes the Genesis to its limits.



PlayStation

PREVIEW Moto Racer GP

Size: 1 CD-ROM
Style: 1 or 2 Player Motorcycle Racing
Special Features: Analog Competitive Street and Out-Bike Classes, 8 Different Stunt Per Class, Third and First Place Views, Tricks on the Out-Bike Racing Course
Created by: Polygram Music for Electronic Arts
Available: Late September for Sony PlayStation

The few bike racing games we do see are usually pretty poor. Moto Racer may be the first truly entertaining motorcycle racer for the PS-X. Its sheer speed and intensity are unparalleled by any other mediocre bike games and the analog compatibility makes a world of difference in a game where accurate turning is crucial. The street and dirt bike racing are extremely different from each other, and players will need to adapt to a new set of rules when they move from dirt to the street. Our biggest concern about Moto Racer at the moment is how many tracks it's going to have.



Review 8.0
Size: Better than new for one of the best games of all time. The character graphics look great, and the virtual arena is a new model and a very smooth.

Super Street Fighter II Collection
Style: Action/PlayStation
Review 7.5
Shows what a Street Fighter fan you want to own one of the best Street Fighter games of all time. The Street Fighters.

Golden Knight
Style: Action/PlayStation
Review 8.0
A multi-mystery and adventure game, this 32 meg can sports some killer Dino animations, and the island is large and complex. Our favorite mission so far has players using a laser to push stegosaurus into cages. The graphics look great for a Genesis game, but the controls are a bit off. When you activate the slow down does become frustrating. As with any good action/adventure, there are a ton of pickups and different weapons. Players can also call for an drop when in need of supplies. To top it off, two players can cooperate on missions, or battle it out head-to-head. We'd love to see more titles like The Lost World for Genesis. Its entertaining, and pushes the Genesis to its limits.

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PlayStation

PREVIEW

Fantastic Four

Star: 1 CD-ROM
Style: 1 to 4 Player Beat 'Em Up (No Multi-Tap)
Special Features: Five Characters to Choose From (See Hulk as Namor First, Foe and Background Themes, Special Power Bar Moves, Sine Wave Soundtrack)
Created by: Prince for Activision Entertainment
Available: Now for Sony PlayStation

Activision has done a number of licensed super hero shooters in their time. Fortunately, *Fantastic Four* has a few things going for it. All five characters have special moves that take energy from a power bar. Mr. Fantastic's, of course, are the coolest. The game also has a lot of nice touches. On the first level, for instance, you are constantly being attacked by legions of molemen from all directions. It sounds atrocious, but it's actually quite entertaining to blast the crit out of them and then throw them into the street only to be hit by a passing car. In fact, the level starts with a herd of molemen marching into the only one to get knocked by a crashing Mac truck. Her Her.



PlayStation

REVIEW

8.5

Star: 1 CD-ROM
Style: 1 or 2 Player Fighting Simulation
Special Features: 6 Fighters, 3 Weapons, Explosive Playfield, One Hit Deaths, Injury, First Person Mode, Computer Generated Sprites, Link Characters
Created by: Squires Soft for Sony Computer Entertainment
Available: October for Sony PlayStation

Bushido Blade

Released earlier this year in Japan, *Bushido Blade* has finally been translated for the English speaking populace. True to form, *Bushido Blade* is like no other fighting game before it. Not only does the player get to pick from one of eight weapons, but the Story Mode allows for the exploration of a character's growth. Moves are dependent on this strength and speed of the character as well as the weight of each weapon. The original concept and character animations shine, yet the gameplay becomes fairly repetitive — especially in the two player game. For the serious fighting game fan, *Bushido Blade* is definitely worth a look. But be forewarned, this game isn't for everyone.



PlayStation

PREVIEW

Forsaken

Star: 1 CD-ROM
Style: 1 or 2 Player First Person Shooter
Special Features: Split Screen Cooperative and Battle Modes, Beautiful Environments, and Lyrical Effects, Wide Variety of Primary and Secondary Weapons
Created by: Proton for Activision
Available: January '98 for Sony PlayStation

Activision is pulling out some heavy hitting games as of late and *Forsaken* is one of the stars of this lineup. The action has descent written all over it, but the sheer graphic quality of the game places *Forsaken* in a league of its own. Players take on the role of competing scrap scavengers in a post-apocalyptic Earth. Their vehicles of choice are open-air hoverbikes which will allow for a great deal of gore when they get slammed by high explosive weaponry. We haven't seen this particular feature yet, but we've been told it's a good thing. *Forsaken* is lying all over the place. We expect January to be an interesting month.



PlayStation

PREVIEW

Mega Man Neo

Star: 1 CD-ROM
Style: 1-Player 2D Action/Adventure
Special Features: Multiple Moves Including Running and Walling, Strong Dive Roll, Diagonal Jumping, and Kicking, Mega Man Gun, Real Time Cut Scenes, Weapon and Armor Upgrades, Taking
Created by: Capcom
Available: First Quarter '98 for Sony PlayStation

What do you do when you no longer have any new game ideas? What else. You take a 2D 16-bit game and turn it into a unique 3D adventure. *Mega Man Neo* could easily be considered just another *Mega Man* since the basic gameplay premise is the same. But with the new moves and ultra-large interactive environments, it would be hard to say it's the same old thing. Plus, the combat is still extremely intense, and it appears as though puzzle will play a big part in this quest. So far, we think that Neo looks outstanding, and let's hope that Capcom can make this game a grade A winner.



PlayStation

PREVIEW

Frogger

Star: 1 CD-ROM
Style: 1 or 2 Player Action (A Player Via Multi-Tap)
Special Features: 4-Player Racing Mode, Crazy New Frogger Levels, Classic Frogger Upon Completion of Game, Tongue and Super Jump Moves
Created by: Namco
Available: November for Sony PlayStation

We all have fond memories of *Frogger*, and Namco is hoping to cash in on the nostalgia. The new *Frogger* features polygonal graphics, new levels that test and turn all over the place, and new moves. *Frogger* can now croak, grab flies with his tongue, and do a super jump. The game also features a 4-Player Racing Mode where players can race against each other to rescue the colored frogs that are hidden throughout the levels. All of the levels feature extremely challenging time limits, requiring players to memorize every step of the way.



PlayStation

PREVIEW

Shipwreckers

Star: 1 CD-ROM
Style: 1-Player Action (2 Player Battle Mode)
Special Features: 3 Weapons, 20 Levels, Three Views, 2-Player Battle Mode, Cartoonish, Small Dumb Soundtrack
Created by: The Workshop for PlayStation
Available: November for Sony PlayStation

Intrusion with the pirate experience is an important part of everyone's memories. Treasure Island, Swiss Family Robinson, and even Disney's *Pirates of the Caribbean* ride portray a frightening yet romantic chapter in western history. *Shipwreckers* is publishing a title that appeals to the lighter side of piracy. As an overhead shooter game that is both comical and challenging, you literally cruise your ship around the twenty different levels taking down enemies, collecting booty and avoiding deadly obstacles. The soundtrack plays like a segment from *Weekend Update*, and the gameplay is fun for the whole family.



PlayStation

PREVIEW

WWF '98

Star:
1 CD-ROM
Style:
1 or 2-Player Professional Wrestling Simulation (Up to 4-Player via Multi-Tap)
Special Features:
32 WWF Wrestlers
Motor Declared
Men of Steel
Cage Matches: Weapon Moves
Created by:
Acclaim Entertainment
Available:
1st Quarter '98 for Sony PlayStation

Acclaim returns to the squared circle for another version of their long-running WWF franchise. Unlike their numerous pens of existing Midway arcade titles, Acclaim's WWF '98 is a brand new creation featuring 12 photo-realistic wrestlers like the ominous Undertaker and the not-so-ominous Dadda. The play control relies on a fairly common setup with a punch, kick, and grapple button. The variations in game modes look to be very interesting with a wide selection of multi-wrestler matches including cage matches and contests including weapons. WWF '98 worth show up until next year, but the WWF will be back on the PlayStation with a vengeance.



PlayStation & Saturn

REVIEW

7

Star:
1 CD-ROM
Style:
1 or 2-Player Light Gun Game
Special Features:
More Than 30 Bonus Areas
Weapon Upgrade
Up to Three Missions
Two Player Cooperative Mode
Created by:
WMS for Midway Home Entertainment
Available:
New for Sony PlayStation and Sega Saturn

Maximum Force

Maximum Force is an excellent arcade port, retaining all the best-of-both-parts light gun action that made the original a hit, but it can't touch Time Crisis. The bonus areas are unlocked by striding away different things in the background. This gives the game good replay value since getting all the bonus levels is extremely challenging. The heydays always seem to pop up at the worst times, especially when traveling quickly on one of the numerous missions. Obviously, the Saturn version is a little phony and the letterbox format is a drag. Otherwise, both games play exactly the same.

PlayStation

PREVIEW

Hardwood Heroes

Star:
1 CD-ROM
Style:
1 or 2-Player (Up to 4-Player via Multi-Tap) Basketball
Special Features:
On-the-Fly Paycycling, on-Passing, Cool Steal Moves and Great Full-NBA and NBA Player's License, Coaching Strategies
Created by:
Visual Concepts for Midway Home Entertainment
Available:
November for Sony PlayStation

This is a bold new project that surprised us all. The play control of this off-road Heroes is in-depth and comprehensive. Players can call for a double team, set picks, call up on passing, and drive to the net. Literally, there are tons of different button functions and combinations. We especially like using the circle button to keep defender's hands up or down. A full host of season options puts this game on par with NBA Live and Shoot Out. Player-to-Player matchups, offensive and defensive playbooks, and sweet polygon graphics round out this impressive hoops title. Also, expect to see a huge change, as Midway is trying to use "Fast Break," which was the title of a SNES game developed by past Midway acquisition Tradewest.



PlayStation

PREVIEW

Point Blank

Star:
1 CD-ROM
Style:
1 or 2-Player Shooter
Special Features:
Controller or Quack
Compatible 3D Object
Camera-Styled Shooting
Guns, Weapon RPG
Training, 3 Objectives
Controlled by
Namco
Available:
January for Sony PlayStation

Arcade gun fanatics and NRA members can now rejoice as Namco brings the tight but shooter game Point Blank to the PlayStation. Unlike most shooter games, this game is not just the same old goal over and over again. Instead, Point Blank is filled with over 50 different camera-styled gun games that range from your basic shoot-the-bugler-in-the-window to blowing-the-flying-dragon-from-the-sky level. As with all Namco arcade conversions, Point Blank also has a new mode that is available exclusively on the home version. This strategy but engaging new mode, which is a let like on RPG, lets the player choose around the world and pit their gun blasting skills against various opponents.



PlayStation

PREVIEW

Pandemonium 2

Star:
1 CD-ROM
Style:
1 Player Action/Platform
Special Features:
Netal Coaster Trackpad
Level Designs 2
Characters, Special
Power Ups, Dodge Cards,
Rope Climbing, Hand
Over Hand Swinging,
Pandemonium Style
Alpha Levels
Created by:
Crystal Dynamics for Midway
Available:
October for Sony PlayStation

We aren't huge fans of the roller-coaster track syndrome that debuted in NIGHTS for the Saturn, but it's impossible to deny that Pandemonium 2 was a good looking game. Its sequel is pretty much the same deal with some added improvements and alterations. The most obvious change is that New is looking a lot more like a Farnam. Farnam that a quickly encircling warzone. The characters can also do a lot more than running, jumping, and shooting. They can climb ropes, hang from ledges, and swing hand over hand across bars to get to secret areas. Oh, did we mention the characters can also climb into a giant wooden robot?

PlayStation

PREVIEW

Rampage: World Tour

Star:
1 CD-ROM
Style:
1 or 2-Player Action
(3-Player via Sony Multi-Tap)
Special Features:
130 Levels 14 Bonus
Levels 4 Onigiri Mode
Levels Hidden Levels and
Gauntlet Matches
Created by:
WMS for Midway Home Entertainment
Available:
November for Sony PlayStation

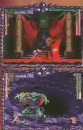
Our long lost friends Rapt the Wolf, George the Ape, and Lumpy the Lord, it's finally back after an 11 year hiatus as Midway's newest update, Rampage: World Tour. They're still instigators of destruction and they are accompanied by the beautiful Dr. Betty Veronica as they smash, eat, and sack up points through over 130 levels of monster crushing action. Their release is to stop the evil S.C.U.M. Lab CEO, Eustis Demarc, from taking over the world. How 40 ft monsters eating and destroying everything in its way is supposed to accomplish the goal is beyond us. But who cares? This game is about destruction and destruction we shall have. Look for this game to hit the PlayStation in November.



Castlevania

Symphony of the Night

Headlines: The Fall of Richter



This is the only time in *Symphony of the Night* where you'll control a Belmont (unless you use the code in Section A: Go go go) and use the standardized Castlevania whip. The only thing you'll have to do is use your Dracula. Don't worry, you're immortal! The real game doesn't start until after this sequence.

Enter: Castlevania



From the Save Point, grab the relic Cube of Zoro from the pedestal at the top of the staircase and then head through the door to the left. This door will take you to the Alchemy Laboratory. From here, the game will become less linear, and you'll actually have to use your head. Now that goal here is to grab the Blue Curator from the globe past the block of spikes at the way to the left of the room. Now head up to the next room, jump over the spikes to the left and destroy the blue flame to obtain the Leather Shield. Then climb up to the series of platforms in the center of the room. From here, head up

past the elevator and exit using the door on the far left. Note: There is a Save Point located in the lower right-hand corner of this elevator.

Before you head up the platform, make sure you enter the secret rooms located down and to the left. Now follow the passage up and to the left, making sure to grab the *Heard Thunder* armor from the left table along the way. In the next room, you will encounter a series of difficult puzzles. First, go left and switch on the gauges on down. Then, push the coin onto the spike passing to the right, then hit the switch to move the grate up. Now, use the grate to jump up to the path that leads up to the Clock Room. After you get the cape, head back to the puzzle room and turn on through the door that's up and to the left.

Follow the series of platforms down and backward, making sure to rest the coin point using the wall at the top. The passage on the left leads to a mystery door that you can't open yet, and the rest of the left, leads to the first boss. Before you enter the room, make sure you have the coin passed up. Just before the top of the room, and a series of beams.

Brothers of Distort



To kill these bad boys try and keep them together as much as possible

Basic Training

- This strategy guide was created to help guide you through this awesome game. However, there are a couple rules that you need to remember as you move around:
 - Save whenever possible. It refills your life bar and magic power.
 - Always try to use every corner of every room. Finding the Pellos and Familiars that are located throughout this game is half the fun. On top, the weapons aren't bad either.
 - Learn to use your shield. It will save your life.
 - When you get a new item or weapon, always check it out on your equip menu to see what it does and how powerful it is.
 - Break every record and save you see. You never know what you might find.
 - Once you get the real items, it is very useful for solving past difficult enemies (though it is good to fight everything, since you'll need the experience).
 - If you are having trouble with an area, it's always a good idea to circle around and get a better perspective, and then try again.

especially the blue guy who shoots flames. Keep him off your back. Use the sun to take damage of both of them when they are together. Otherwise, break and break down to death. Your reward is a Life Mute Up. Exit the boss area to the right.

Without going up, follow the path until you can't go on to the right. You will run into an elevator. Use the elevator to visit the two floors located below where you will find the *Beast's Sword* and *Sanguislayer*, respectively. Now, use the path to the left, making sure you put the lever in the corner room to open the passage, but don't fall back down to the library. Instead, backtrack to the upward passage just after the boss area and head up. Climb at the Save Point on the right, and then enter the room at the top right. Continue going right until you come to another open passage where you can go up or down. Either way will take you where you want to go, but if you fall down, you will encounter a potion. Exit this room to the right.

Marble Gallery



Proceed to the right and then down in this room. There is an exit that leads to the Clock Room on the right (don't go there), and a Save Point. Hit the middle and to the right up. Then, after saving, head down and then exit to the left. Follow the passage until you reach the bottom. First,

head to the left and you are right. On the left, there is enemy damage. Then, head out to the right and follow the winding passage (taking special care when fighting the *Philo Lord* and the *Cutlet*) until you come to the door leading back into the man hall where you found the Cube of Zoro.

Press the switch to lower the blocks and make a link between the main hall and the Marble Gallery. Save in the room if you wish. Otherwise, head back through the Marble Gallery and take the passage that leads into the Clock Room (you know, the place we told you not to go there).

Meeting on the Water to the East Side



As you make your way to the right, you will see Maria. Talk to her, and you'll be back on your way. Continue going to the right, follow the winding passage until you come to a large large room with two ends to the right, and then take the door on the lower level (the other passage is blocked by a magical door). Follow the Long Highway and take you all the way to the east side of Castlevania called the Outer Wall.

Enter Wall: Stepping the Well Form

This section is actually a large loop filled with interesting items, multiple exits and an interesting lower level. In this room, the first order of business is to go down and then down left to the right. The *Amor Lord*. After you defeat him, the room he was guarding, and break the wall on the bottom left hand side. Now, go back out and explore the rest of this area. Obviously, you can't go through the mist door yet, but you can look out the elevator at the bottom of this area by pressing up.

Head back up to the entrance of the Outer Wall, and take the fountain passage leading left. This passage will be basically make a U-turn up and over



to the next level at the Outer Wall, a Save Point at the top of the way to the left, and a doglegger's boss on the next level. Use your shield to block his attacks and get in close when you attack, otherwise, he'll quickly evade your swipes. After you kill this monster, you will be rewarded with a Life Mute Up and a Gladius Sword.

Now continue on up the Outer Wall. The first door to the left is the Library (skip it for now). The second contains a *Blueprints*. Use it and grab the *Heard Power Up* on the other side, and then return to the Outer Wall. Continue up past the second screen, and activate the elevator by flipping the switch below it. Head at the way to the top to enter the Save Point, and then go back down to the elevator (make sure you skip the door between the elevator engine and the Save Point). In this elevator, you will find the *Cost of Blood* relic which you take to transform into a *Crescent form* by pressing R2. Now, head to the Library. You can either walk there or use the elevator by going down one floor.

The Long Library



This area is fairly long, and since some of the enemies in the Library can cast curses on you, make sure you break

the letters to obtain the *Unbreakable* item. You want to go all the way to the left on the bottom level to get the *Brontosaurus*. Now, head back and take the *Unbreakable* to the next level. As you go up, you'll want to avoid going up and down to the left. Eventually, you'll come to a room with an aid man waiting there. You can buy what you want items, but make sure if you don't want them, you'll purchase the *Shield of Open 1500* that opens all the blue *Mythic Doors* and the *Castle Map 17500*. We also experience the *Stable 31500*, it will make killing so much easier. Head back down and use the right and grab the *Fame Scroll* help. Now leave the Library and make sure at the Save Point located in the U-turn that connects the upper and lower Outer Wall sections. From here, head back down the Long Highway.

Reaching the First Alchemist Door



In the room following the Long Highway, you must take the top of the passage that leads to the *Mythic Door*.

Underground Caverns

As you work your way down you'll come across a Save Point in the right hand passageway on the left. Save there, and then, otherwise, head to the left. Keep going past jumping the downward passage (for a moment), and grab the *Heard Up* and *Thunder*. Now take the downward passage (making sure to use the room off to the left) and don't enter this staircase area. Instead, climb



back up and head back to the right. Save again, and then follow this passage downward.

Eventually, you will fall down the well into a huge water filled cavern. The first exit to your right contains a Save Point. Your objective is to go to the lowermost room on the right where contains an easy spike boss. From here, continue to your right, but don't worry about grabbing the sword, just concentrate on getting up into the next cavern. Do fight the boss to the right. To reach the top, just kill the two snakes. Then jump up behind the wall and stand away from the fire you will find a *Crescent* (the room to your left). Now, head to the right, the world's gate, and grab the *Brontosaurus* (it's just as good as the *Unbreakable*), and the *Plato* for *Plato* to the right.

Now head back up and follow the left down passage. First, push the block over to the left and plug the hole so that it fills up the room with the two enemies in it. Whenever you don't follow the water, and continue on to the left until you enter the next room. In here, grab the *Parasaurus* (you'll have some damage, and even kill the water, making sure you stick to the waterfall, left wall. At the bottom, go under the waterfall and grab the *Max Life Up*. Then, take the exit to the left. Keep going past and eventually you will come to an Alchemist. After that, head to the *Mermaid Statue*. Ride back with the *Mermaid* and then take the upward passage. First, let go to the right. This will lead you back to the beginning of the Long Highway. Now, head to the left and grab the *Unbreakable* (the *Unbreakable* is located on the leftmost part of the map).

You can get by going through the *Alchemy Laboratory* and then enter the passage that is located by the *Mythic Door* (look up the *Alchemy Laboratory* section on pg. 71 for more details).

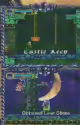
Koral Chapel

Immediately, you will enter Maria once again. Say hi, and then enter the



another window, and a Save to the right (we mentioned you did it at the top of this section) you'll find the Cutlass just not as good as the Sabre, and a passage to the right. Time to

Candle Keep - Acquiring the Double Jump



After a long passage you will come to an area with two moving platforms. Take the platforms up and then enter the area to the left. You will find the Lunge Stone and a ring at the west end of this area. Next, enter the room to the right of the platforms and grab the Twirling Sword. It is cursed with a curse that will kill you if you use it. Go back down and then enter the room on the bottom right and it will lead you to the teleporter. Use to the Outer Wall.

Outer's Chambers



From the Outer Wall take the Long Highway back to the huge clock that keeps track of your gameplay time (but make sure that along the way, you grab the STOP TIME weapon). Stop time in this room and the status on the right will open up. Double jump up and grab the gems

After that, if you wait in the Clock Room the statue to the left will move and let you go up. Once inside head to your left and grab the Life Max up in the next room you'll enter Outer's Quarters.

Follow the passage and you will come to a loading screen. The bottom right-hand wall of this room can be broken. In here you will find some vases that contain cheese, an Orp and a Blood Sword (initially a weapon better than the Sabre). Head back to the Main Room and kill the Poltergeist if you dare, otherwise, wait and enter the passage to the upper right in here you will run into a few nasty villains, and a helpful character at the other side. Use it, and Save if you need to. Now, back down to the only door you haven't entered in this room featuring the Poltergeist. This door will lead you to the Collector.

Collector - Acquiring the First Form

First, drop down the first stairwell and grab the Heat Map Up in the passage to the right. Use one level on the right you'll find a Save Point, head off the way up and



then to the left. Work your way west, taking the high road until you come to a switch which will drop a wall linking the Collector and the Royal Chapel. Now head back and drop down the stairwell west of the switch you just hit. The middle passage on the left is a Save Point. Use it if you must and then proceed up and to the right until you reach the darkened area below the staircase. Here you will find a Library God and Richter and his goons. These bosses are fairly tough, unless of course you keep both of them to either side of you. Use whatever spells and special powers you've obtained to win these guys. You will lose much better if you have the Timer Heat Map, or the Dagger Heat Weapon. After you beat these guys you will receive a Life Max Up.

Immediately after the boss room you will come across the Room of Mist. Make sure you hit the switch right next to the pit and wait until the elevator appears before you grab the Mist Room. Now take across the top of the Collector, leaving some auto-saves and you will find the Shock Rob (He is a tough boss to get through). And the Blood Clock located down the elevator and below the Boss room. From here, return to the Outer Wall.

Return to the King Library - Acquiring the Bat Form

It is that lower (which you know as well), head down to the grating that you couldn't pass before located just below the Armor Lost and use your Mist form (by pressing L+I) to pass through the grating. In here you will find Jewels, Knuckles, and the Mirror Curtain.

Now, head up to the Long Library. Deep within the Library you will find a staircase that has another two stairways hanging over it. Use your double jump skill to reach the lowest of these two stairways. From here, you will run into an open-ended Save Point. Exit to the left of the Save, and continue on until you enter a large room.



In here, go up and proceed past a series of platforms until you reach a passageway at the right leading to the right. Inside you will find a Stone Mask, and a bookcase that can be moved. Behind the bookcase you will find the Tigger Caster and a Holy Pot. Head back to the Main Room and then work your way down and to the left. Here you will run into a fairly easy boss. Defeat the villain that appear and you'll learn to run in no time. Grab the Life Max Up, and proceed to the left and follow the passage. In this hall you will find a Tumbler (two-handed sword), or Orp

the Library, use your bat form to hit the second staircase you couldn't get to before. Now you will find the Flame Card. Ignite it. Now hit the Library and enter the Clock Tower located above the Library - accessible through the Outer Wall.

Clock Tower

Walk to the left until you enter the huge clock area, then fly straight up and enter the passageway to the right. In here you will find the BAT FORM 2. Next you will have to do a series of many jumps as you work your way left (or just fly through all using Mist form). But be sure to pick up the Magic Missile and Paraglider, located on the small ledges next to some of these jumps. After this you will find yourself in the arena of the clock. First, proceed up and to the right. Then, use the bat form to fly out and slightly down. Out at the void you will find the Ice Mail, a Shaman Shield, and a Beakless Sword.



Now head back into the boss rooms and continue on to the left and then down. Be sure to hit all four gems in these need

beaten boss. Then run in the upper right-hand corner and continue to jump and slash him until he is dead.

Reactions - Enter Cosmos

Now grab the Life Max Up and continue on to the left. The room up and to the right is a Save Point, and the room above it contains a Falcion Sword. The room to the left is a narrow way. Use the bat form to explore every part of this, except for the building structure (which is



up and to the left from you). If you fly up and to the right you will find two Life and Heart Max Ups, plus the Ghost Familiar. On one of the ledges on the left-hand structure you'll find a Turkey power up. Plus, right below the building structure we told you not to enter a Mist Form 2.

Now go back and save. Here you will come to the end of the game. You can do this if you want, however there is much much more left to go (we did it last time before the first ending) if you want to beat the game head up to where we forbade you to go before (to the left) Richter is an extremely tough boss, and we mentioned that you have the Flame equipped to require some help. The easiest way to hit him is to stay away from him, stand around and jump at him when he jumps at you. At the right moment which him, and he'll be toast. Game Over.

The Curse Goes On

Now that you've stuck around with us until the end, you'll need to find some of



some hidden rooms. Well, you don't need to find them, but you'll probably want to find out everything. From here on in, we'll just tell you the location of them, and from the 4-gem ends you'll probably find you should be a vampire. Just we're sure you'll be able to find your way through the rest of the castle.

Severed Returns

Now here's the last thing that you'll have to do in the regular castle. First, make sure you have the Gold and Silver Ring. To obtain these you will need to have the Gold and Silver Ring to gain by the spikes to get the Spike Breaker. After that, equip yourself with the armor and head up to the Silver Ring location. Use the armor on the spikes and grab the Ring. Finding the Gold Ring is simple, just head over to the well leading down to the underlayer cavern, and use the bat form to enter into the previously unaccessible passageway along the eastern wall. From here enter the Save Point to the

right of the well - down and down, in the back area below the Save and dropping Gold Ring.

Now, equip these two Ring, and return to the large clock located directly in the center of the map. The floor will open and you will see three items in its new secret zone. She will tell you, the further a being connected to someone, you will need to destroy whoever is using him as a puppet. To do so she will give you a pair of Holy Goggles. Now take these to the first boss (Richter - located at the top of the screen) and destroy the green floating sphere over his head. From here, the new Inward Castle area will appear.



CLASSIC GAME INFORMER

GAINING FROM THE PAST TO THE PRESENT

Dynastix Headdy

Genre

Availability Unknown

Replay Value: Medium
Similar Games: Ristar (95), Vectorman 1 & 2 (92), Sponkster (92), Tempe (93), Tempe Jr. (94), Earthworm Jim (SNES 93, 94, 95), Sega CD Earthworm Jim 2 (95, SNES 95)

Created by: Sega

Access Tip: Road Trip - At the Title Screen, highlight Options and press C, A, Left, Right, 8 then Start. Level Select - At the Title Screen highlight Game Start and press C, A, Left, Right, 8, then Start.

Overview: Back in early '95 Sega released Ristar and Dynastix Headdy, which at the end turned out to be two of the most unique and entertaining action/platform titles to ever grace the Genesis console. Dynastix Headdy was the stronger of the two, and even now the gameplay and visual look of the game is something to behold. Taking on the role of Headdy, you'll need to display all the evil toys in the land by launching your head at them. Different, and more powerful heads can be acquired, as well as different powers. Headdy offers a difficult challenge and almost requires the gamer to be an expert in the field. The only way to beat this game is to practice, memorize the levels and let the cat with the piggy head



Star Wars

Game Genie

Availability Unknown

Replay Value: Medium

Similar Games: Star Wars 120, Empire Strikes Back 120, Super Star Wars (SNES), Super Empire Strikes Back (SNES), Super Return of the Jedi (SNES), Vader (94), NES, Star Wars 2 (95), Star Wars Returns (94)

Created by: LucasArts Entertainment

Access Tip: Level memorization is the only key for success in this Star Wars title. The Force is for the most part irrelevant.

Overview: When the Jews greatly out-did Luke Skywalker by about three feet, you just gotta use this Star Wars release. Once in this may not be a great reason to like this game, but we can name plenty more. Throughout gameplay you'll be able to play as one of three different characters (Luke, Leia, or Han) yes, I have chances to meet and chat with Old Man, C-3PO, and R2; plus you'll

meet both an X-Wing and the Millennium Falcon. The levels are mostly rambled ideas sourced from the movie (any time more action has been incorporated) and the enemies are also taken straight from the movie. Star Wars is undoubtedly one of the greatest sci-fi titles ever, and for the Game Genie, it's one of the best games as well.



Vegas Strike

Game Boy

Availability Rare

Replay Value: Moderately High

Similar Games: Caesar's Palace (NES, 90), 686 G85, Super Caesar's Palace (SNES) Colors Red 1, 4, 7 (MSX), Golden Nugget (MSX), Casino Fun Pack (G2, 94)

Created by: Intel Laboratories for Nintendo

Access Tip: Be a big roller and always take the advice offered by fellow gamblers.

Most times that's true, it will result in a cash reward or bonus. Plus, the big money can be found at the Roulette table.

Overview: 8.5

For those of you out there who have the gambling bug and have lost your house and your life at the casino table, don't worry. With Vegas Strike, you can combine gambling your happy experience you want, and you really won't lose any serious cash. Whether you like the odds of the roulette wheel down in your seat by the time the croupier of the black jack dealers on the table, or the chance to stake it all on the slots in your cardboard box home, Vegas Strike offers this and much more. This is an exciting casino simulator that will actually allow you to stay addicted to the sport, without losing any money what-so-ever.



Rampart

Availability Moderately Rare

Replay Value: Medium

Similar Games: None

Created by: Jaleco

Access Tip: Quick! Quick! Run! Run!

Overview: 8.75

Rampart is one of the most obscure and innovative games to ever hit the arcade scene and this game over to the NES delivers the same experience, graphics (yes, they are quite wonderful) and addictive factor. Basically, you'll need to construct large walls around your outposts, then play cannons with (or extreme danger on enemy). After this, the game will switch over to a strategy combat between your outposts and a host of ships skimming the screen. They will live back at you, destroying your walls and whatever else their cannon balls land on. If you destroy them quickly, you won't give or too much damage and during the rebuilding stage you'll have plenty of extra supplies to build up your outposts for the next encounter. Two players can compete head-to-head in this dynamic arcade war simulator.



TETRIS. NOW EVEN HARDER.

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NINTENDO 64



Meet the roof
of our earth



SUB-ZERO



MIDWAY



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